

# DEAD OR ALIVE ULTIMATE™

DOUBLE DISC COLLECTOR'S EDITION



PRIMA  
GAMES

This game has received the following rating from the ESRB



Sexual Themes  
Violence

TECMO

100% GAMES

Team NINJA  
T

# DEAD OR ALIVE® ULTIMATE™

PRIMA OFFICIAL GAME GUIDE

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# Prologue

## *Dead or Alive®: The Legacy*

### *Dead or Alive*

#### RELEASED

- 1996: Arcade (Model 2 board)
- 1997: Sega Saturn (Japan only)
- 1998: Sony PlayStation
- 2004: Microsoft Xbox (translation of Sega Saturn version)

Way back in the middle '90s, Tecmo of Japan released a brand new 3D fighting game via a licensing deal with Sega of Japan, using the latter's most current arcade technology to drive this new game—*Dead or Alive*. Though it was extremely difficult to find back then, the game made waves, though not necessarily for its innovations to the genre, like the novel inclusion of a reversal button, for example.

Created by Team Ninja and spearheaded by producer Tomonobu Itagaki, *Dead or Alive* was one of the first forays into then-new 3D fighting territory, following in the wake of the immensely popular (in Japan) *Virtua Fighter 2*. It brought a number of innovations to the genre, primarily the aforementioned reversal button and the incorporation of “Danger Zones” that led to an explosive end for anyone unfortunate to be driven beyond the boundaries of the ring.

The stunning animations—running at a brisk 60 FPS (Frames Per Second)—and the extreme bounciness of the female fighters made an indelible imprint on the scene, though the franchise went dormant for a number of years. This is, of course, following the requisite home console ports to Sega Saturn and Sony PlayStation (the latter of which came to the west). The arcade-only upgrade called *Dead or Alive ++*, released in 1998, had some minor tweaks and additions (such as a “tag” mode).

However, like Kasumi recovering from a sharp blow to the head, you can't keep a good game down.

***Dead or Alive* on Sega Saturn (and Xbox)**



## Dead or Alive® 2

### RELEASED

1999: Arcade (NAOMI board)

2000: Sega Dreamcast

Fast-forward to 1999 and *Dead or Alive* explodes out of retirement, given new life on yet another Sega-based arcade board: this time the NAOMI system, which was a slightly modified version of its home console counterpart, the Dreamcast.

At the time of its release, it was the most graphically impressive game, wowing players with its staggeringly detailed 3D fighters and the massive environs (now “Danger Zone”-free) they could battle across, smashing one another through windows and against walls. Most importantly (to some), the female fighters returned and were as bouncy as ever.

Needless to say, there was little chance *Dead or Alive* would fade into obscurity anytime soon.



## Dead or Alive® 2: Hardcore

### RELEASED

2000: Sony PlayStation®2

Following on the heels of the Dreamcast version came a slightly remixed edition for PlayStation®2 owners in the form of *Dead or Alive: Hardcore*, which expanded on the earlier version in a number of ways.

Foremost was the inclusion of a bevy of new outfits for all the fighters as well as a few new stages for the combatants to war across—the Great Wall stage being particularly impressive. Other changes included various other unlockable items.

Essentially, though, it was merely a slight upgrade for the series and the first, all-new, edition would have to wait for a bit longer (and for the introduction of yet another new piece of gaming hardware).



## ULTIMATE™

## Dead or Alive® 3

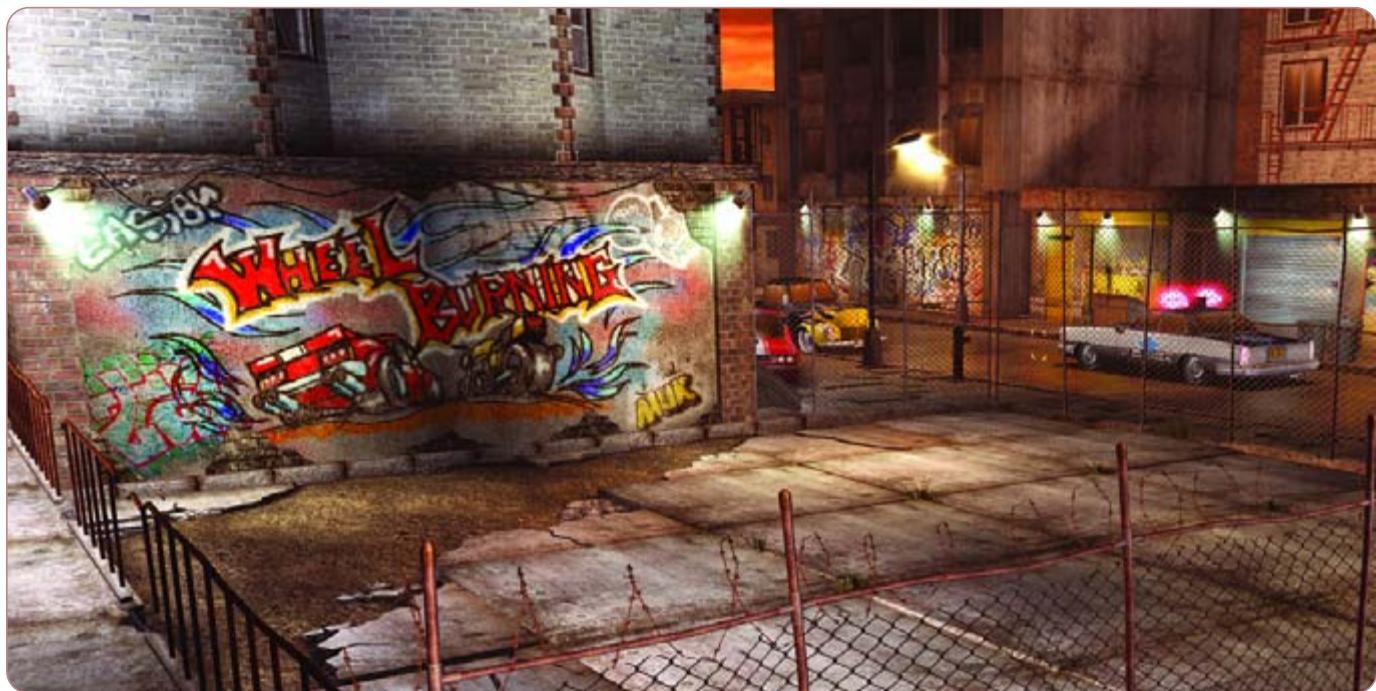
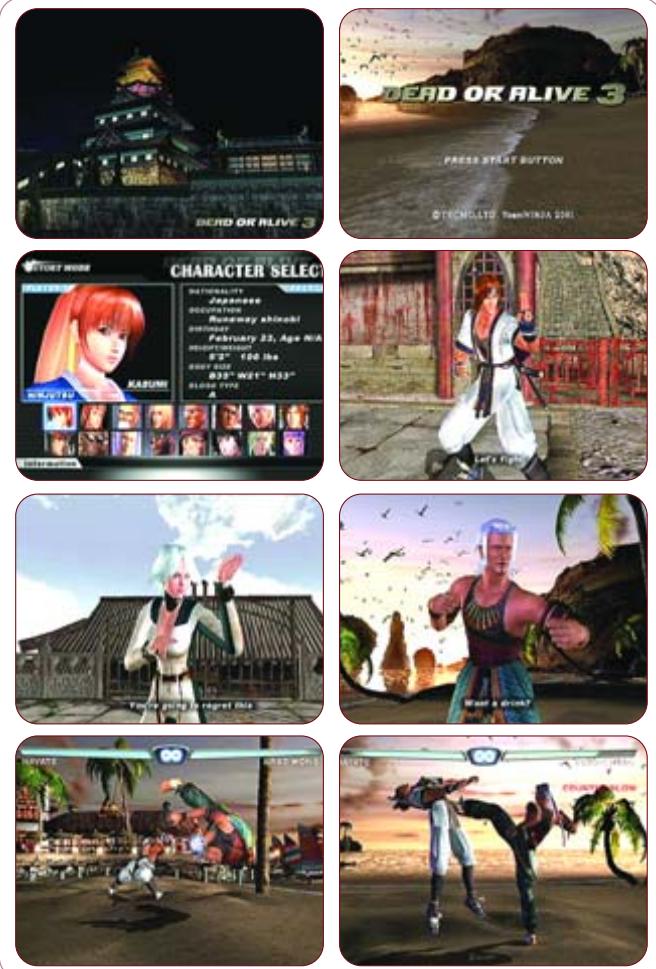
## RELEASED

2001: Microsoft Xbox

*Dead or Alive 3* marks the first time a *DOA* game was confined solely to a home console, as there was no arcade release either here or abroad. As it turns out, it wasn't entirely necessary as *Dead or Alive 3* became the most graphically intense edition of the game released yet, as well as one of the first games available on Microsoft's fledgling Xbox console.

Featuring new characters including Hitomi (who hails from the wilds of Germany) and Christie (from merry ol' England), *Dead or Alive 3* arrived on the Xbox with staggering force, boasting unreal graphics and a soundtrack featuring Aerosmith as well as a wealth of new unlockable content. The stages themselves were all brand new and ranged from a frosty ice cave to a fight along the streets of a neon-lit city in the dead of night. Naturally, they also increased the size and scope of the levels by several degrees.

This would mark the series' first foray onto a non-Japanese console and would also prove to be Ryu Hayabusa's prelude to the storm that would be *Ninja Gaiden*®!



## Dead or Alive® Xtreme Beach Volleyball

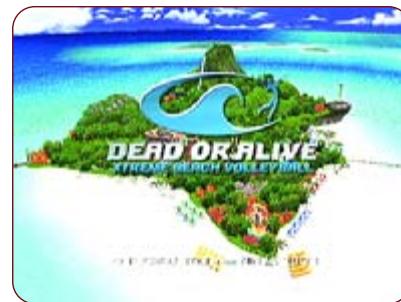
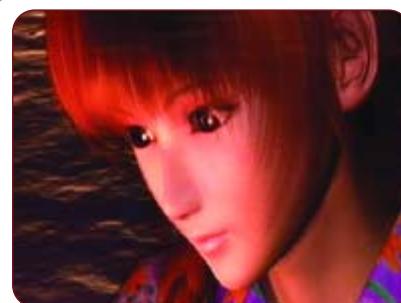
### RELEASED

2003: Microsoft Xbox

Sometimes you just need to get away—and the girls of *Dead or Alive* are no different as they hit a tropical island (replete with casino) for some madcap sports action in *Dead or Alive Xtreme Beach Volleyball*.

Featuring upgraded character models and some intense two-on-two V-ball action, the ladies of *DOA* bumped, set, spiked, and bounced through the long, hot days, only to cool off in the confines of the casino at night.

While that was a nice diversion, everybody involved apparently decided that it was time to take a trip down memory lane and re-live the world of *Dead or Alive 2* in...



## Dead or Alive® Ultimate™

### RELEASED

2004: Microsoft Xbox

Turn the page

**DEAD OR ALIVE®  
ULTIMATE™**



# Intro

## The Ultimate Fight Begins!



A great leader was killed at the end of the 20th century. His name was Fame Douglas, and he was renowned as the sponsor of the legendary Dead or Alive® World Combat Championship. Since his death, and in the absence of his charisma and leadership, the world has become chaotic. Yet something appears to be happening. Amid this chaos, it is announced that Dead or Alive Championship 2 will be held. However, Douglas' passing has taken with it the purpose and significance of the tournament. Even worse, the promoter of Dead or Alive Championship 2, who is fond of conflicts and jealous of the strong, was responsible for Douglas' death. The new promoter is more than just a corrupt mastermind, but a man of pure evil. His involvement in the tournament has brought a sense of terror to the world, resulting in the infamous Tengu Disaster that occurred at the end of the 20th century. The climax of the disaster is about to begin with a roaring battle.

## The Ultimate Guide

Welcome to the *Prima Official Game Guide* for Tecmo/Team Ninja's *Dead or Alive Ultimate*, the latest chapter in the *DOA* saga to land on Microsoft's Xbox gaming console. Herein you'll find all the moves, costumes, characters, and other goodies that you've come to expect from a *Dead or Alive* game, exposed for your reading and gaming pleasure.

## Controls

- Ⓐ: **Controlling Characters; Confirm Menu Selections**
- Ⓑ: **Controlling Characters; Adjust Spectator Camera**
- Ⓐ: **Throw (same as Ⓐ+Ⓑ); Confirm Menu Selections**
- Ⓑ: **Kick; Cancel Menu Selections**
- ⓧ: **Free (hold and guard)**
- ⓧ: **Punch**
- ⓧ: **Ⓐ+ⓧ**
- ⓧ: **Ⓑ+ⓧ+ⓧ**
- ⓧ: **Ⓑ+ⓧ; Adjust Spectator Camera**
- ⓧ: **Ⓑ+ⓧ**
- START: **Confirm Menu Selections; Pause**
- BACK: **Cancel Menu Selections; Return to Previous Screen**



## Dead or Alive® Greatest Hits



# Fight!!!

It's time to put some bounce into your *Dead or Alive Ultimate* experience, so turn the page.

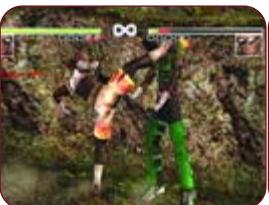


These sidebars, ensconced in the various Roster sections, feature a look at the moves from the very first *Dead or Alive* (which, incidentally, is included as a freebie with your copy of *Dead or Alive Ultimate*) as viewed from Sega's ill-fated Saturn console. This game is a "port" from the original arcade version, powered by Sega's Model 2 arcade hardware and also developed by Team Ninja. You can now play *Dead or Alive: Ultimate* via Xbox LIVE.

# Strategy

## Nuts and Bolts

That'll leave a mark.



While in many ways *Dead or Alive*® resembles other 3-D fighting games, in other ways it is its own animal. Herein we break down precisely what makes *Dead or Alive* tick.

## Combos

Ouch



Like most fighting games, *Dead or Alive Ultimate* has a bevy of canned combos. These strings of moves are hardwired into the game and, generally, are very easy to execute. This makes the game accessible. But what happens when you're ready for something a bit more in-depth?

While you can make a pretty solid *DOA* career out of simply using the moves list and going through the various motions, the best players start to plumb the depths of the combo system and pull out improvised combos—combos that the designers didn't necessarily have in mind and ones that are much more difficult to pull off. This includes moves such as juggle combos, where you bounce your opponent through the air without letting him touch the ground. He's totally at your mercy (and completely unable to counter any of your moves).

Execute juggle combos by using a character's "launcher"—a move that sends a foe up into the air on the first hit (though some canned combos give you the same effect). Once your foe is up there, start experimenting with various series of punches and kicks to see if your character is quick enough to keep an enemy aloft for a decent measure of time.

Let's take Ayane as an example. Launch your foe with  $\triangle + B$  and start tacking on hits, such as  $\triangle + Y$ ,  $\triangle + Y$  (which should flip Ayane around), then hit  $Y, Y, \triangle + Y, Y, \triangle + B$  to finish it off. The entire string would look like this:

$\triangle + B, \triangle + B, \triangle + Y, \triangle + Y, Y, Y, \triangle + Y, Y, \triangle + B$

That combo (when you master it) can do **massive** damage to just about every character. Though most of the juggles you find won't do nearly this much damage (or take this much skill to pull off) it should give you a good idea of what's possible.

Hit Sparring mode and practice, practice, practice to see which moves link best with what other moves.

Good luck!

# Holds and Counters

Back at ya!



## NOTE

*These are the three basic buttons. The rest elicit combinations of those three in some fashion or another.*

The basic controls for *Dead or Alive*® consist of a punch (Ⓐ), kick (Ⓑ), and, unique to *DOA*, the “free” (⓫) button.

Punch and kick, of course, are self-explanatory, but the “free” button functions as both a block and a hold button—and holds are what really separate *Dead or Alive* from the rest of the fighting game pack.

### Touché



Essentially, holds allow you to reverse any incoming attack as long as you enter the correct motion with ⓫.

Attacks in *Dead or Alive* come in four varieties (not including throws):

High Attacks: Ⓠ, ⓫

Middle Punches: Ⓡ, ⓫

Middle Kicks: Ⓢ, ⓫

Low Attacks: Ⓣ, ⓫

Each form of attack requires that you enter the correct counter motion to effectively reverse the incoming attack, turning you into the aggressor and your would-be attacker into the victim.

Of utmost importance, however, is timing. If you execute too soon, you’ll enter the counter motion and end up being drubbed soundly for your effort. The same goes for being too late (chances are you’re already eating fists and feet at that point).

Generally speaking, it is **not** a good idea to keep flailing away with holds hoping against hope that you’ll manage to counter an incoming attack. Instead, begin memorizing your opponents’ canned combos so that you can abuse them for over-relying on them.

# Slope Attacks

Cowabunga!



Sloping or Slope Attacks are all new to *Dead or Alive Ultimate*. This allows certain characters to execute a special move that does more damage than simply kicking a foe down a slope, stairs, etc. Bear in mind that you can do these only on certain levels. Check out this list for who and where:

## ULTIMATE™

## Kasumi

Kumoi-Zakura (Opponent's back facing a slope):  $\text{x}+\text{y}$ Kobore-Ume (Your back facing a slope):  $\text{x}+\text{y}$ 

## Ryu

Yagura-Kuzushi (Opponent's back facing a slope):  $\text{x}+\text{y}$ Koryu-Otoshi (Your back facing a slope):  $\text{x}+\text{y}$ 

## Gen Fu

Yosan (Opponent's back facing a slope):  $\text{x}+\text{y}$ Dai-Ryukei (Your back facing a slope):  $\text{x}+\text{y}$ 

## Helena

Kaimon-Hanheki (Opponent's back facing a slope):  $\text{x}+\text{y}$ Tohatsu-Urai (Your back facing a slope):  $\text{x}+\text{y}$ 

## Bass

Canyon Dunk (Next to slope):  $\text{x}+\text{y}$ 

## Zack

Rodeo Drive (Next to slope):  $\text{x}+\text{y}$ 

## Leon

Desert Scorpion (Next to slope):  $\text{x}+\text{y}$ 

## Jann Lee

Dragon Slider (Next to slope):  $\text{x}+\text{y}$ 

## Lei Fang

Akushu-Soan (Opponent's back facing a slope):  $\text{x}+\text{y}$ Wankyu-Shako (Your back facing a slope):  $\text{x}+\text{y}$ 

## Ayane

Rakka-Ryoran (Opponent's back facing a slope):  $\text{a},\text{x}+\text{y}$ Hana-Oroshi (Your back facing a slope):  $\text{a},\text{x}+\text{y}$ 

## Ein

Rakugetsu (Opponent's back facing a slope):  $\text{x}+\text{y}$ Tachikage (Your back facing a slope):  $\text{x}+\text{y}$ 

## Slope Attack Stages

## The White Storm



## The Great Opera



## The Fire Works



## The Suspension Bridge



## The Great Wall





# Gameplay Modes

## *So Many Ways to Bring the Pain!*

### Story Mode

Story mode is pretty self-explanatory: You take one of the 12 main characters (i.e. the characters that are initially available when you play the game) through their own serialized story, which sheds some light on their past histories. This mode comes replete with a roster of combatants customized to each fighter as well as a super-sharp CGI movie at the end.

### Time Attack Mode

It's a mad dash for the finish: the goal in this mode is to put the pedal to the metal (or foot to the jawbone) and beat the game as quickly as possible. Bragging rights go to those who can beat it with a record pace.

### Survival Mode

Stayin' alive: In Survival mode you need to do just that—survive! You face an unending onslaught of computer-controlled opponents bent on taking you down. As you battle it out, you unlock all manner of character-specific goodies that can be viewed in the Collection screen. Opponents *never* stop coming, so there is no end to this mode in the general sense.

### Tag Battle Mode

Tag me: While Versus mode is one-on-one battles, Tag Battle features two-man (or woman) teams fighting it out with each other. For those characters that feature complementary storylines (characters above and below one another in the character select screen), you even get access to an awesome new set of moves.



△, □, B + X + Y

So you wanna bring the hurt during a Tag Battle? Try pressing △, □, B + X + Y to execute a little double team action, making life really, really painful for the individual caught in the middle. Remember, you need to be partnered up with the correct character (via the character select screen, characters stacked one above the other) for this to work!

### Team Battle Mode

All for one and one for all: In Team Battle mode you select a squad of fighters to battle it out tournament style against the computer or a human-controlled opponent. You work through your roster of characters until one of you proves, ultimately, triumphant.

### Versus Mode and More!

Other noteworthy modes including Sparring (a training mode to hone the skills you learned in the "Strategy" chapter) as well as *DOA* Online! Head to Xbox Live to prove, once and for all, who is the greatest *DOA* player...Good luck—you're gonna need it.



Kasumi is a true Kunoichi, a female ninja, ordained to be the 18th leader of the Mugen Tenshin style. Instead of leading the Mugen Tenshin Clan,

she became a runaway shinobi to avenge her older brother, Hayate. It seemed as though she completed her mission after the first Dead or Alive World Combat Championship, but immediately following the tournament she was taken captive by the Super-Human Development Project. Kasumi “\_” (her clone) was created while she was held captive.

# Kasumi

1P



2P



***The Kunoichi of Destiny***



Nationality: Japanese

Gender: Female

Birthday: February 23, Age: N/A

Blood Type: A

Height/Weight: 5' 2", 106 lbs.

Body Size: B35" W21" H33"

Fighting Style: Mugen Tenshin Style Ninjutsu

Tenjin Mon

Occupation: Runaway Shinobi

Likes: Strawberry Mille-feuille

Hobbies: Fortune Telling

## General Strategy

As you watch Kasumi cavort across the screen, it quickly becomes apparent that this speedy lil' devil means business. She doesn't dole out substantial damage with her basic punches and kicks, but string them together into moves such as Renko-Kyoshu and Tenshin-Rengo to quickly dispel any notion that she's all speed with little power to back that up.

Her raw speed makes her the bane of bigger, slower, characters such as Bass or Leon. She can get in, strike, and retreat before the meatheads know what hit 'em.



Although she is fast, she is not the game's fastest character and, against someone equally as speedy, such as Ryu (who's also stronger), she can run into a few nasty bumps. Also, due to her relatively low weight, she's more easily juggled and much more susceptible to a vicious pounding by the bigger combatants.

Still, she's one of the most popular *Dead or Alive* characters, and not just because of her alluring array of outfits and interesting attire...though we're sure that doesn't hurt matters any.

## Move List

### ATTACKS

TENSHU:	$\downarrow + B$	SENKO-KYOSHU:	$\downarrow + B, Y, \downarrow + B$	SHIRANAMI:	$\downarrow B, B$
HIRYU:	$\downarrow + B$	SENKO-TENSHU:	$\downarrow + Y, \downarrow + B$	TENBU-SHU:	$\downarrow, Y, B$
GETSURIN:	$\downarrow + B$	SENKO-GENRAKU:	$\downarrow + Y, \downarrow + B$	URA-RENTEN	
FUTENJIN:	$\downarrow + Y$	KAIO-SENTOTSU:	$\downarrow + Y, Y$	(SHOWING BACK TO OPPONENT):	$B, B$
HITENJIN:	$\downarrow + Y$	KAIO-GENRAKU:	$\downarrow + Y, \downarrow + B$	GETSUI-KYAKU:	$\downarrow, B$
TENSHIN-RENGO:	$Y, Y, B, B, B$	RENGO-KYAKU:	$B, B, B$	KIREN-KYAKU (WHILE GETTING UP):	$B, \downarrow + B$
TENSHIN-RENJIN:	$Y, Y, B, \downarrow + B$	RENJIN-KYAKU:	$B, \downarrow + B$	KOGETSU-KYAKU (WHILE GETTING UP):	$A + B$
TENSHIN-RENCHI:	$Y, Y, B, \downarrow + B$	RENCHI-KYAKU:	$B, \downarrow + B$		
REN-KAIO-SENTOTSU:	$Y, Y, Y, Y$	MUEI-CHISHU:	$\downarrow, \downarrow + Y, \downarrow + B$		
REN-GETSUSAI:	$Y, Y, \downarrow + B$	ENGETSU-SHU:	$\downarrow + B, B$		
RENKO-RISHU:	$Y, Y, \downarrow + Y, B, B$	GETSURO-SHU:	$\downarrow + B, \downarrow + B$		
RENKO-KYOSHU:	$Y, Y, \downarrow + Y, B, \downarrow + B$	ROGA:	$\downarrow, \downarrow, B$		
RENKO-TENSHU:	$Y, Y, \downarrow + Y, \downarrow + B$	TSUMUJI:	$Y + B$		
RENKO-GENRAKU:	$Y, Y, \downarrow + Y, \downarrow + B$	SHITTEN:	$A + B, B$		
REN-ENGETSU:	$Y, Y, \downarrow + B, B$	SHITSURO-KYAKU:	$A + B, \downarrow, B$		
REN-GETSURO:	$Y, Y, \downarrow + B, \downarrow + B$	FUKASEN:	$\downarrow A + B$		
TENJIN, RENGO:	$Y, B, B, B$	SEN-KASUMI:	$\downarrow, A + B$		
TENJIN, RENJIN:	$Y, B, \downarrow + B$	MUGEN-TO:	$\downarrow, \downarrow, Y$		
TENJIN, RENCHI:	$Y, B, \downarrow + B$	NAGI:	$\downarrow, A + B$		
SENKO-RISHU:	$\downarrow + Y, B, B$	MAI-OGI:	$\downarrow, \downarrow, B$		

## ULTIMATE™



## THROWS

KASUMI-GAESHI:	Ⓐ+Ｙ
KUMOI-ZAKURA (OPPONENT'S BACK FACING A SLOPE):	ⓧ+Ｙ
KOBORE-UME (YOUR BACK FACING A SLOPE):	ⓧ+Ｙ
KEGON-ENBU:	ⓧ,Ⓐ+Ｙ
TAKA-AZUSA (NEXT TO WALL):	ⓧ,Ⓐ+Ｙ
TENRO-KYAKU:	ⓧ,Ⓐ+Ｙ
ADACHI-SHIZUKA (NEXT TO WALL):	ⓧ,Ⓐ+Ｙ
HIEN-SAKA-OOTOSHI (THROW COMBO):	ⓧ,ⓧ+Ｙ,ⓧ,Ⓐ+Ｙ
IBARA-OOTOSHI (THROW COMBO):	ⓧ,ⓧ,Ⓐ+Ｙ,ⓧ,Ⓐ+Ｙ
IBARA-KUDAKI (THROW COMBO, NEXT TO WALL):	ⓧ,ⓧ,Ⓐ+Ｙ,ⓧ,Ⓐ+Ｙ
OBORO:	ⓧ,ⓧ,ⓧ+Ｙ
ROGAKU-SYU:	ⓧ,Ⓑ,ⓧ,Ⓐ+Ｙ
TSUZUMI-GURUMA:	ⓧ,ⓧ,ⓧ,Ⓐ+Ｙ
BYAKKO (FROM BACK OF OPPONENT):	Ⓐ+Ｙ
URA-HIEN (FROM BACK OF OPPONENT):	ⓧ,Ⓐ+Ｙ
HISHU-ENBU (FROM BACK OF OPPONENT):	ⓧ,Ⓐ+Ｙ
NIJI-SHIBUKI (LOW THROW):	ⓧ,Ⓐ+Ｙ
HIEN-SHU (LOW THROW):	Ⓑ,Ⓐ+Ｙ

## HOLDS

KASUMI-KYOKA (AGAINST A HIGH PUNCH):	Ⓑ,ⓧ
KAKINOMI-GARI (AGAINST A HIGH KICK):	Ⓑ,Ⓑ
MUGEN-SHIRABA (AGAINST A MIDDLE PUNCH):	Ⓐ,ⓧ
SHIGURE-MAI (AGAINST A MIDDLE KICK):	Ⓐ,ⓧ
MOMIJI-OOTOSHI (AGAINST A LOW PUNCH):	Ⓑ,ⓧ
SOKEN-GARI (AGAINST A LOW KICK):	Ⓑ,ⓧ
MAI-GOROMO (AGAINST A JUMPING PUNCH):	Ⓐ,ⓧ,Ⓑ,Ⓐ,ⓧ,ⓧ
SOKEN-GARI (AGAINST A HIGH, MIDDLE ATTACK):	Ⓐ,ⓧ,Ⓑ,Ⓐ,ⓧ,ⓧ
MAI-GOROMO (AGAINST A LOW ATTACK):	Ⓑ,ⓧ,Ⓑ,Ⓐ,ⓧ,ⓧ

## DOWN ATTACKS

TAKAZUME:	Ⓑ,Ⓑ+Ｙ
KAWARA-KUDAKI:	ⓧ,ⓧ

## Special Move Attacks

Appeal: Sakura-Matoi— Ⓐ,Ⓑ,Ⓐ,ⓧ+Ⓑ+Ｙ

Uragake: Ⓑ,ⓧ

Tenbu: Ⓑ,ⓧ

## Illustrated Moves

## Tenshin-Rengo

ⓧ,ⓧ,Ⓑ,Ⓑ,Ⓑ



## Ren-Kaio-Sentotsu

ⓧ,ⓧ,ⓧ,ⓧ



## Ren-Getsusai

ⓧ,ⓧ,Ⓑ+Ⓑ





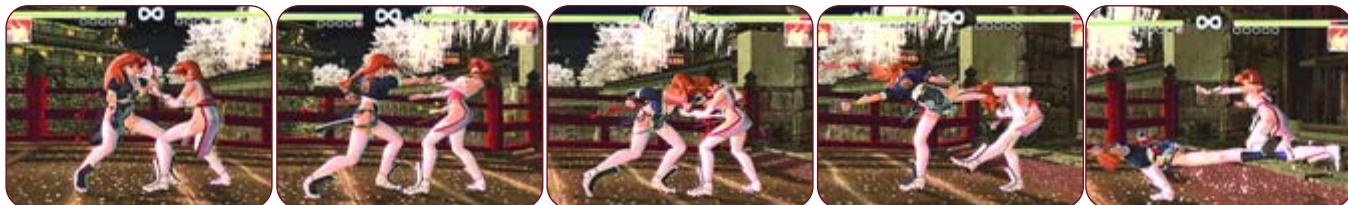
## Renko-Rishu

Y, Y, □ + Y, B, B



## Renko-Kyoshu

Y, Y, □ + Y, B, △ + B



## Renko-Genraku

Y, Y, □ + Y, △ + B



## Ren-Engetsu

Y, Y, □ + B, B



## Ren-Getsuro

Y, Y, □ + B, △ + B



## Tenjin, Rengo

Y, B, B, B



**ULTIMATE™****Senko-Rishu**

▢ + Y, B, B

**Senko-Kyoshu**

▢ + B, Y, ▽ + B

**Rengo-Kyaku**

B, B, B

**Nagi**

▢, A + B

**Shiranami**

▢, B, B

**Tenbu-Shu**

▢, Y, B





## Getsui-Kyaku

↓, B



## Adachi-Shizuka

←, A + Y



## Hien-Saka-Otoshi

↓, ← + Y, ↓, A + Y



## Ibara-Otoshi

←, ↓, A + Y, ↓, A + Y



## Oboro

Q, Q, X + Y



## DOA GREATEST Hit: KASUMI

Kasumi lays down the law.



Even out of the gates, Kasumi was breakin' hearts (and bones) before disappearing in a cloud of fragrant cherry blossoms, always ready for the next battle just around the corner.



*Solitary Super Ninja*

Ryu is THE modern Ninja and best friend of Hayate, Kasumi's brother. As a highly skilled and trained Ninja, Ryu has the responsibility to confront Bankotsubo, the Tengu of Destruction, who came from the dark world into human existence. To confront Bankotsubo, the Tengu of Destruction, face-to-face would be a suicidal act for any human being, but Hayabusa owes it to himself, and to mankind, to confront his fate and challenge the great and evil Tengu.

Ryu Hayabusa

1P



2P



Nationality: Japanese

Gender: Male

Birthday: June 15, Age: 23

Blood Type: A

Height/Weight: 5' 10", 154 lbs.

Body Size: B41" W33" H36"

Fighting Style: Hayabusa Style Ninjutsu

Occupation: Owner of Antique Shop

Likes: Sushi

Hobbies: Mountain climbing, fishing

## General Strategy

Ryu Hayabusa should be seeing a new lease on life with the advent of *Dead or Alive® Ultimate™* due to his recent return to top billing in *Ninja Gaiden*.

Ryu is fairly fast and has decent power, though he doesn't necessarily excel at either, making him a fairly well-balanced character. However, *Dead or Alive* tends to reward those that strongly excel in a particular virtue (just ask any Christie or Ayane players), rather than more evenly equipped characters.



Still, just because he's not the perfect mesh of strength and speed doesn't mean he can't be useful to a moderate-level player when the situation calls for it, with some very nasty throws including the Juji-Garami and Izuna-Otoshi air pile driver.

While we would avoid picking Ryu for higher levels of play, there's no question that he's fun to mess around with. And he sports some of his best duds to date (courtesy of *Ninja Gaiden*)—and in *DOA*, looking good is half the battle.

## Move List

### ATTACKS

REN-GEKI-DAN:	URA-CHISO-KYAKU:	TENHO-KYAKU (DURING HANDSTAND):
KUSEN-ZANGEKI:	HAJA-RENSHO:	Muso-GARI (DURING HANDSTAND):
MEKKI-TATSUMAKI:	JISUBERI:	FURETSU (NEXT TO WALL):
REN-KIKOHU-SHINTEI:	JINPU-GEKI:	
JINPU-REN-KYAKU:	JINPU-REN-GEKI:	
HATO-GERI:	RIEI-SHUSEN-KYAKU:	
HATOTSU-RENSHO:	KORIN-KYAKU:	
RAISHIN-GEKI:	MAI-KIRI:	
AMATSUKI:	SHORYU-KYAKU:	
KUSHIN-GEKI:	SOKU-ZANTO:	
HAYO-NAGI-GERI:	GAO-SH:	
MIZORE-UCHI:	REKKU-RAKUSHIN-GA:	
CHISEN-KYAKU:	KIKOKU-SHINTEI-KYAKU:	
GARYO-SEN:	CHISHO-KYAKU:	
JAKI-BARAI:	JINPU-KYAKU:	
HAZUMI-GURUMA:	ZANMA-GERI:	
NICHIRIN-KYAKU:	RAKUSHIN-GA (SHOWING BACK TO OPPONENT):	
HAGEN-KORYO-KYAKU:	KOTEN-SEIKEN-ZUKI (DURING HANDSTAND):	
TENRIN-KYAKU:	KOTEN-SOKUTO-GERI (DURING HANDSTAND):	
ONIBISHI (WHILE STANDING):	SENJIN-KYAKU (DURING HANDSTAND):	

# ULTIMATE™

## THROWS

JUJI-GARAMI:	⊗+Y
YAGURA-KUZUSHI (OPPONENT'S BACK FACING A SLOPE):	⊗+Y
KORYU-OTOSHI (YOUR BACK FACING A SLOPE):	⊗+Y
KUBIKIRI-NAGE:	⊗,⊗+Y
SHORO-UCHI:	⊗,⊗+Y
SHIHO-NAGE:	⊗,⊗+Y
YAMA-ARASHI:	⊗,⊗+Y
HAYABUSA-GERI:	⊗,⊗,⊗+Y
GEN-EI:	⊗,⊗,⊗,⊗,⊗,⊗,⊗+Y
RAKURAI-SHO:	⊗,⊗,⊗,⊗+Y
IZUNA-Otoshi (THROW COMBO):	⊗,⊗,⊗,⊗,⊗,⊗,⊗+Y,⊗,⊗,⊗,⊗,⊗,⊗,⊗,⊗,⊗,⊗,⊗,⊗,⊗+Y
URA-NAGE (FROM BACK OF OPPONENT):	⊗+Y
KANDACHI-OTOSHI (FROM BACK OF OPPONENT):	⊗,⊗+Y
RAKURYU-SHO (FROM BACK OF OPPONENT):	⊗,⊗,⊗+Y
KIRIMONI-NAGE:	⊗+Y
KABUTO-GARI:	⊗,⊗+Y
ZANSHU-SEN:	⊗,⊗+Y
HANE-KARAKURI (LOW THROW):	⊗,⊗+Y
TAKITSUBO-WATARI (LOW THROW, FROM BACK OF OPPONENT):	⊗,⊗+Y

## HOLDS

## DOWN ATTACKS

NARAKU-ZUKI:	*, Y+B
TORAGA-SODAN:	*, Y

## *Special Move Attacks*

Appeal: “Nin”—  +  +  +  +  + 

Appeal: “Rin”— , , ,  +  + 

## Appeal: “Bei” — + + + +

### Koten (During handstand):

Tenchi-Gaeshi (During handstand):   + 

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## Urakaze:

Ko-Ten (During handstand):  

Eumon (During handstand):  

Asuka-Gaeshi (Next to wall): 

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# Illustrated Moves

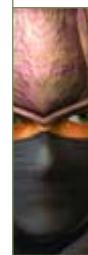
Kusen-Zangeki



Y, Y, ←, Y, →, Y

## Mekki-Tatsumaki





## Ren-Kikohu-Shintei

Y, Y, B, B, B



## Chisen-Kyaku

+Y, B



## Hazumi-Guruma

B, B



## Hagen-Koryo-Kyaku

+B, B



## Haja-Rensho

+B, B



**Jinpu-Geki**

+, B, +, B

**Jinpu-Ren-Geki**

+, B, +, B, +, B

**Furetsu**

+, +, Y, B

**Kikoku-Shintei-Kyaku**

X + B, B, B



# Ryu Hayabusa

## Izuna-Otoshi

←, ↓, ←, ↓, ←, ↓, ←, ↓, X + Y, ←, ↓, ←, ↓, ←, ↓, ←, ↓, X + Y, ←, ↓, ←, ↓, ←, ↓, X + Y



## Rakurai-Sho

↓, ←, ←, X + Y



## Kandachi-Otoshi

←, X + Y



## DOA GREATEST HIT: Ryu

Smells like ninja spirit



Easily the *Dead or Alive*® character with the longest gaming pedigree, Ryu made his mark way back on the 8-bit Nintendo Entertainment System with the venerable *Ninja Gaiden*® series.



Gen Fu

Gen Fu has no choice but to bring back his legendary fighting style Goken, or Fatal Iron Fist, that he himself sealed because of its awesome destructive power. He needs a great sum of money to save the life of his sick granddaughter from a rare disease, but he couldn't obtain the prize money from the previous Dead or Alive® World Combat Championship, so he is determined to win this tournament. He fights using the amazing martial art of Xynyi Liuhe Quan.

1P



2P

*The Legendary Goken*



Nationality: Chinese

Gender: Male

Birthday: January 5, Age: 65

Blood Type: A

Height/Weight: 5' 7", 172 lbs.

Body Size: B38" W40" H39"

Fighting Style: Xynyi Liuhe Quan

Occupation: Antique Book Store Owner

Likes: Mabo Tofu

Hobbies: India Ink Drawing

## General Strategy

He may look old and feeble, but this nimble elderly fellow can put the hurt on the unsuspecting in myriad ways. Gen Fu tends to use two different forms of attack: straight-ahead punching action and an equally brutal hold and throw game. The secret of success is mixing the two styles into one coherent plan of attack.

Gen Fu also lacks a bit in move variety and his overall repertoire is less all-encompassing, leaving him less well-rounded.



The good news, though, is that he can be all over you like a cheap gi in no time flat, forcing you to the floor and wrapping you up with the Unpei-Rakuho or any of his other, very painful, throws. He's also gifted with a wide array of holds, though some of them (such as the Koka and Roshu) can be *very* hard to pull off in the heat of a battle.

To play him effectively, practice, practice, practice. At low levels of play, you'll face characters that are easier to pick up and play. However, patience will be rewarded, grasshoppa.

## Move List

### ATTACKS

To-Sho:	↑, ↓
RENSUI-TANPA:	↑, ↓, ↓
TANHO, KOSONZAN:	↑, ↓, ↓
KOHOTO:	↑, ↓
BANCHU, TANHO, KOSONZAN:	↑, ↓, ↓, ↓
BANHO-YOKEI:	↑, ↓, ↓, ↓ + B
KAIHO, YOSOKU:	↑, ↓, ↓
KAIHO, SOSUI, SOHA:	↑, ↓, ↓, ↓, ↓ + B
CHORYO:	↑, ↓
TANPA:	↑, ↓, ↓
KOSONZAN:	↑, ↓, ↓
SEN-SHIPPO:	↑, ↓, ↓, ↓, ↓
KOBOKUHA:	B + Y
YOSOKUHA:	↑, ↓, ↓, ↓, ↓
UGYU-HAITO:	↑, ↓, ↓
SOHA:	↑, ↓ + B
YOSHI-SAIKEN:	↓, ↓ + B, ↓, ↓, ↓, ↓, ↓, ↓, ↓
TOHA:	↑, B + Y
ROKUGO-RIHOSUI:	B, B + Y
YOKEI:	↑, B + Y

### THROWS

HAKUJA-HONSUI:	↑, ↓
SENRYU-HA:	↑, B, Y, ↓, ↓, ↓, ↓, ↓, ↓, Y
KEITAI, HAN-SENPUI:	↑, B, B
SHICHISUN, UGYU:	↑, B, ↓, B, Y
HAN-SENPUI:	↑, B
SENPUI-ZENSO-TAI:	↑, B, X, B
TENSHIN-KOSHU-TAI:	↑, B
SOKUTAN-KYAKU:	↑, B
SOHI-KYAKU:	↓ + B
ZENSO-TAI:	↓, X + B
JUJI-KAO:	↑ + Y
YOSAN (OPPONENT'S BACK FACING A SLOPE):	↑ + Y
DAI-RYUKEI (YOUR BACK FACING A SLOPE):	↑ + Y
SHIN-I-HA:	↑, X + Y
RYUYO (NEXT TO WALL):	↑, X + Y
SHUTAI:	↑, X + Y
KOKEI (THROW COMBO):	↑, ↓, X + Y, ↓, X + Y
KOKAI-SAN-OSA:	↑, ↓, ↓, X + Y
UNPEI-RAKUHO (THROW COMBO):	X, ↑, ↓, X + Y, X + Y
KOHAIBI (FROM BACK OF OPPONENT):	↑ + Y
SOKUJIN (FROM BACK OF OPPONENT):	↑, X + Y
BATETTO (LOW THROW):	↑, X + Y
RIBYO-JOJU (LOW THROW):	↑, X + Y
JUJI-DAIHEKI (LOW THROW, FROM BACK OF OPPONENT):	↑, X + Y

## ULTIMATE™

## HOLDS

TAIZAN-HOSUI (AGAINST A HIGH PUNCH):	↙, X
YOSOKU-TENHA (AGAINST A HIGH KICK):	↙, X
RYUKEI (AGAINST A MIDDLE PUNCH):	↖, X
RYUCHOBO (AGAINST A MIDDLE KICK):	↖, X
TENZAN-HOSUI (AGAINST A JUMPING PUNCH):	↙, X
DAISO (AGAINST A LOW KICK):	↙, X
YOSHI-HONSHIN (AGAINST A JUMPING PUNCH):	↙, X
SAISHU (AGAINST A HIGH, MIDDLE PUNCH):	↖, ↘, ↙, X
ROSHU (AGAINST A HIGH, MIDDLE KICK):	↖, ↘, ↙, X
KASHU (AGAINST A LOW PUNCH):	↖, ↘, ↙, X
KOKA (AGAINST A LOW KICK):	↖, ↘, ↙, X

## DOWN ATTACKS

RAKUSHU-GEKI:	↖, B + Y
CHITO-SHO:	↖, Y

## Special Move Attacks

Senpo: ↘, ↘, ↘, Y

Sokuten: ↘, Y

Appeal: Banrakuchi— ↘, ↘, ↘, X + Y + B

## Illustrated Moves

## Rensui-Tanpa

Y, Y, Y



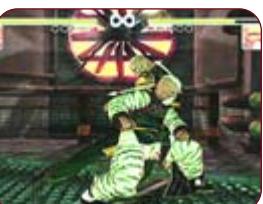
## Tanhō, Kōsonzan

Q, Y, Y



## Banho-Yokei

↖, Y, Y, Y + B



## Kaiho, Yosok

↖, Y, Y





## Kaiho, Sosui, Soha

←, Y, →, Y, Y + B



## Sen-Shippo

↓, ←, →, Y, Y



## Yoshi-Saiken

↑, Y + B, ←, ↓, ↑, ↓, ←, Y



## Senryu-Ha

↓, B, Y, ←, ↓, ↑, ↓, ←, Y



## Juji-Kao

X + Y



**ULTIMATE™****Shin-I-Ha**

←, X + Y

**Kokai-San-Osa**

+, ←, X + Y

**Unpei-Rakuhō**

↓, ←, X + Y, X + Y





Banchu, Tanho, Kosonzan

\*, Y, Y, Y



Shichisun, Ugyu

\*, B, \*, Y



Keitai, Han-Senpu

\*, B, B



## DOA GREATEST HIT: GEN FU



For an old-timer, Gen packs a considerable wallop, much like his gaming contemporaries Shun-Di of *Virtua Fighter* and, err, Gen from *Street Fighter*.

***The Primadonna of Revenge***

Helena is the daughter of Fame Douglas and a world-class soprano singer. She is also an expert in the beautiful but deadly martial art of Pi Qua Quan. While performing at The Great Opera House, a shot was fired at her, but killed her mother instead. While searching for the culprit, Helena learned that the murders of her parents, and attempt on her own life, are somehow related to the Dead or Alive® World Combat Championship.

# Helena

**1P****2P**



Nationality: French

Gender: Female

Birthday: January 30, Age: 21

Blood Type: AB

Height/Weight: 5' 7", 108 lbs.

Body Size: B35" W22" H34"

Fighting Style: Pi Qua Quan

Occupation: Opera Singer

Likes: Blancmange

Hobbies: Walking Her Dog

## General Strategy

Helena is simply *loaded* with a staggering array of offensive techniques. She has moderate speed and strength, and she's capable of some very nasty strings.

Helena's greatest weakness is that she almost has too many options, making her a daunting prospect for any newbie looking to get into his or her *DOA* groove. Save her for when you've mastered the basic mechanics.



In addition to her fantastic array of canned combos, she has a very good defensive game and can launch attacks to her rear with greater frequency and variety than any other character. Let that be a warning to anyone who tries to sneak up behind and catch her unawares.

Once you've reached sufficient skill level, acquaint yourself with her Bokuho attacks to open a whole new dimension in gameplay.

## Move List

### ATTACKS

KASUI-SHO:	↙, ↘, ↘
RENKAN-KASUI-SHO:	↘, ↘, ↘
RENKAN-KOSEN-TAI:	↘, ↘, ↘
RENKAN-SEN-KYAKU:	↘, ↘, ↘, ↘
HEKIRO-KASUI-SHO:	↘, ↘, ↘, ↘, ↘
SENSHO-REKKAI-KYAKU:	↘, ↘, ↘, ↘, ↘
TEISHITSU-JOHAI-SHO:	↙, ↘
KYUHO-RYOIN-SHO:	↙, ↘
DOKURITSU-KAHEKI:	↙, ↘, ↘
TENSHIN-KASUI-SHO:	↙, ↘, ↘, ↘
TANHEKI-KASUI-SHO:	↙, ↘, ↘
TANKEKI-KOSEN-TAI:	↙, ↘, ↘
TANHEKI-SEN-KYAKU:	↙, ↘, ↘, ↘
RENKAN-HOTO-KEN:	↙, ↘, ↘, ↘, ↘
KASETSU-SHO:	↙, ↘, ↘
SENPO-TOKEN:	↙, ↘
SOHEKI-SHO:	↘+B, ↘+B
REKKAI-KYAKU:	↙, ↘, ↘
SHIN-KYAKU-KASEN-KYAKU:	↙, ↘, ↘, ↘
SHIN-KYAKU-RYOIN-SHO:	↙, ↘, ↘

RIGO-TAI:	↖, B, B
SHASHUI-KI-KYAKU:	↖, B
TOKU-GAIHAI-REN:	↖, B
HOKEN-SOTO:	↖, ↘, B, ↘, Y
SENTEN-SOTO:	↖, B, Y
SENTEN-KOSHU-TAI:	↖, B, B
NIKI-KYAKU:	↖, B
BOKUHO-SEN-KYAKU:	↖, X+B
CHODA-KARAN:	↖, Y, Y
URYU-BANDA:	↖, ↘, ↘, Y
RINPI-RYOKASEI:	↖, Y+B
ZENHEKI:	↖, ↘, ↘, Y
DAKAI:	↖, Y+B

### BACK-FACING ATTACKS

RENKAN-KASETSU-SHO:	Y, Y, Y, Y
RENKAN-TENSHIN-KASUI-SHO:	Y, Y, ↘, Y, Y, Y
KAISHIN-KASEN-KYAKU:	↖, B, ↘, B
KAISHIN-RYOIN-SHO:	↖, B, Y
TENSHIN-TOSHO:	↖, Y
SEIRYU-KASHO:	Y+B
Koso-TAI:	↖, ↘, B

### BOKUHO ATTACKS

HAN-MAHO-RENKAN-SHO:	Y, Y, Y
SENSHO-NIKI-KYAKU:	Y, Y, B
KYODA-SHOKEN:	↖, Y, Y, Y
RENKEN-KI-KYAKU:	↖, Y, Y, B
HAISEI-KASEN-KYAKU:	↖, Y, B, ↘, B
HAISEI-RYOIN-SHO:	↖, Y, B, Y
BANCHU-SEN-KYAKU:	↖, B, ↘, B
KASEI-KASUI-SHO:	↖, ↘, Y
KASEI-TOKYAKU:	B
KASEI-KIKYAKU:	↖, B
ZENSO-TAI:	↖, X+B
SOTAKU-SHO:	B+Y

## ULTIMATE™



## THROWS

3-2-2-SHO:	↙+Y
KAIMON-HANHEKI (OPPONENT'S BACK FACING A SLOPE):	↙+Y
TOHATSU-Urai (YOUR BACK FACING A SLOPE):	↙+Y
SEN HEKI:	↖, ↙+Y
TENYO-RYUBI-KYAKU (NEXT TO WALL):	↖, ↙+Y
SHOHEN-TAKUSHU-GEKIKEN:	↖, ↙, ↘+Y
YOTO-HAIBI:	↖, ↙, ↘+Y
TENBU-HEKI-SHO:	↙+Y
SHOSEN (LOW THROW):	↖, ↙+Y
FUKANBU (LOW THROW):	↖, ↙+Y
ZENHEKI-KAO (LOW THROW, WITH BACK TOWARD OPPONENT):	↖, ↙+Y

## HOLDS

KOSEN-DANPI (AGAINST A HIGH PUNCH):	↙, X
GEIMEN-RYUGEKI (NEXT TO A WALL, AGAINST A HIGH PUNCH):	↙, X
FUKANRO (AGAINST A HIGH KICK):	↙, X
TENSHIN-BANSA (AGAINST A MIDDLE PUNCH):	↖, X
ISHITSU-CHOSHITSU (AGAINST A MIDDLE PUNCH):	↖, X
HEKIZAN (AGAINST A LOW PUNCH):	↖, X
KORAN (AGAINST A LOW KICK):	↖, X
TENSHIN-NAWAN (AGAINST A JUMPING PUNCH):	↖, X

## Illustrated Moves

## Renkan-Kasui-Sho

Y, Y, Y



## Renkan-Kosen-Tai

Y, Y, B



## Renkan-Sen-Kyaku

Y, Y, ↗, B



## DOWN ATTACKS

ROHO-KASAI-KEN: ↗, Y+B

KOBEN-SHO: ↗, B

## Special Move Attacks

Bokuno: ↗, B+Y

Forward (During Bokuhō): ↗

Back (During Bokuhō): ↘

Stand (During Bokuhō): ↗

Turn (During Bokuhō): ↗

Dash Forward (During Bokuhō): ↗, ↗

Dash Backward (During Bokuhō): ↘, ↘

Teishitsu (During Bokuhō): ↗, ↗

Back Dash (Showing the back to opponent): ↘, ↘

Appeal: Token-Bokuhō— ↗, ↗, ↗, X+Y+B



## Hekiro-Kasui-Sho

Y, Y, ←, Y, Y



## Sensho-Rekkai-Kyaku

Y, ←, ←, ←



## Tenshin-Kasui-Sho

←, Y, Y, Y



## Renkan-Hoto-Ken

←, ←, Y, Y, ↑, Y

## Soheki-Sho

Y + B, Y + B



## Rekkai-Kyaku

B, B, B



## Hoken-Soto

←, ↑, B, Y, Y



**ULTIMATE™****Uryu-Banda**

↓, ↘, ↗, ↙, Y

**Renkan-Kasetsu-Sho**

Y, Y, Y, Y

**Renkan-Tenshin-Kasui-Sho**

Y, Y, X, Y, Y, Y

**Koso-Tai**

X, Y, B

**Sensho-Niki-Kyaku**

Y, Y, B

**Kyoda-Shoken**

X, Y, Y, Y





## Haisei-Kasen-Kyaku

←, Y, B, ↗, B



## Tenyo-Ryubi-Kyaku

←, X + Y



## Tenbu-Heki-Sho

X + Y



## DOA GREATEST HIT: HELENA

Helena shows 'em the door, er, window.



Helena was a rookie entry to the DOA tourney in *Dead or Alive® 2*, but now she's a seasoned vet, vetting the newbies with a punch here and a kick there.



Tina, a super starlet in the world of women's wrestling, and the daughter of the undefeated champion of professional wrestling, Bass Armstrong, is driven by ambitions that know no bounds. Quite proud of her looks, Tina knows how to use her beauty and lives the celebrity lifestyle. She aims for victory in the Dead or Alive® World Combat Championship, and knows it will skyrocket her popularity to the next level.

1P



2P

*Women's Wrestling Superstar*

Tina Armstrong

Nationality: American

Gender: Female

Birthday: December 6, Age: 22

Blood Type: O

Height/Weight: 5' 9", 123 lbs.

Body Size: B37" W24" H35"

Fighting Style: Wrestling

Occupation: Professional Wrestler

Likes: Seafood

Hobbies: Fighting Games, Cycling

# Tina Armstrong



## General Strategy

Bass's little girl is all grown up and looking to make a name for herself. Tina is easily the game's most powerful female fighter. Where the rest are predicated on a strict formulation of speed to complement their sleek looks, Tina is a powerhouse more akin to the big boys such as her daddy and Leon.

Like the big boys, she has a wide array of multi-hit throws such as the Texas Driver and Hammer Through.



Of course all that raw power comes at the cost of speed, making Tina less than ideal for players weaned on greased lightning such as Ayane or Kasumi and, therefore, she isn't for everyone. There's also the issue of whether she's worth it when stacked up against the more powerful male fighters that, though slower, pack a heftier punch and can take a hit a bit more impressively.

Tina, like Ryu, is fun to watch and play at lower levels, but not entirely competitive at the higher levels.

## Move List

### ATTACKS

JAB HIGH KICK:	Y, B
MACHINE GUN MIDDLE:	Y, Y, B
MACHINE GUN ELBOW KNEE:	Y, Y, Y, B
KNUCKLE ARROW:	B, Y
BLAZING CHOP:	B, Y
BACK ELBOW KNEE:	B, Y, B
DOUBLE HAMMER:	B, Y
LOW SPIN KNUCKLE:	B, Y
INFINITY COMBO:	B, Y, Y, Y
ULTIMATE COMBO:	B, Y, Y, B
SPIN KNUCKLE COMBO:	B, Y, Y, B, Y
LOW DROP COMBO:	B, Y, Y, B, B
COMBO DROP KICK:	B, B, Y, Y, B
JUMPING HIP ATTACK:	B, B, Y, Y, B
VERTICAL HAMMER:	B, Y, Y
DOLPHIN UPPERCUT:	B, B, Y
ROLLING ELBOW:	B, B, B, Y
ANKLE SPIN KICK:	B, B
DOUBLE MIDDLE KICK:	B, B, B
STEP KICK:	B, B

NECK CUT KICK:	B, B
DROP KICK:	B, B
FRONT STEP KICK:	B, B, B
KNEE HAMMER:	B, B, Y
DOUBLE SUBMARINE:	B, B, B
CRASH KNEE:	B, B, B
DANCING DOLL KICK:	X + B
SHOULDER TACKLE:	B, B, B, B, B, Y
SHORT RANGE LARIAT:	Y + B
ELBOW SUICIDE:	B, B + Y
ROLLING SOBAT:	B, B
FRONT ROLL KICK:	B, X + B
LOW DROP KICK:	B, X + B
MOONSUIT PRESS:	B, B + Y
FRONT ROLL ELBOW:	B, Y + B, Y
LEG CUT:	B, B
TURN SOBAT (SHOWING BACK TO OPPONENT):	X + B
MOONSUIT ATTACK (SHOWING BACK TO OPPONENT):	B + Y

### THROWS

DEATH VALLEY BOMB:	X + Y
RODEO DRIVE (NEXT TO SLOPE):	X + Y
TEXAS DRIVER (THROW COMBO):	B, X + Y, B, X + Y
BURST CYCLONE (THROW COMBO):	B, X + Y
FRANKENSTEINER:	B, X + Y
HAMMER THROUGH-J.O.S. (THROW COMBO):	B, B, X + Y, X + Y
BURST J.O.S. (THROW COMBO):	B, B, X + Y
GIANT SWING (THROW COMBO):	B, B, B, B, B, B, X + Y, B, B, B, B, B, X + Y
SKY TWISTER PRESS (THROW COMBO):	B, B, B, B, B, X + Y, B, B, B, X + Y, B, B, B, B, X + Y
J.O.S. (THROW COMBO):	B, B, B, B, X + Y, B, B, B, B, X + Y, B, B, B, B, X + Y
FISHERMAN'S BUSTER:	B, B, B, B, B, X + Y
J.O. CYCLONE:	B, B, B, B, B, X + Y
DOUBLE BREAK (THROW COMBO, FROM BACK OF OPPONENT):	B + Y, X, X + Y
GERMAN SUPLEX WHIP (FROM BACK OF OPPONENT):	B, X + Y





## Ultimate Combo

▢, Y, Y, B



## Spin Knuckle Combo

▢, Y, Y, △, Y



## Low Drop Combo

▢, Y, Y, △, B



## Combo Drop Kick

▢, △, Y, Y, B



## Jumping Hip Attack

▢, △, Y, Y, B



## Knee Hammer

▢, B, Y



**ULTIMATE™****Double Submarine**

▢, B, B, B

**Elbow Suicide**

▢, B + Y

**Front Roll Elbow**

▢, Y + B, Y

**Texas Driver**

▢, X + Y, □, X + Y

**Frankensteiner**

▢, X + Y

**Giant Swing**

▢, □, ▢, ▣, ▢, ▣, X + Y, ▢, □, ▢, ▣, ▢, ▣, X + Y





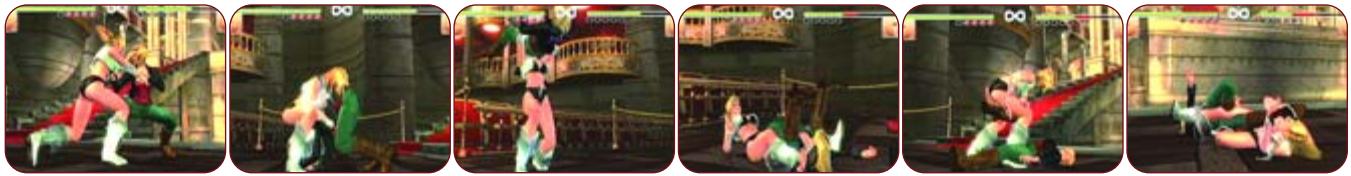
## J.O.S.

↓, ↓, ←, X + Y, ←, ↓, ↓, ↓, ↓, X, X + Y, ↓, ↓, ↓, ↓, X + Y



## Trans Four Leg Lock

↓, X + Y, ↓, ↓, X + Y



## Sky Twister Press

↑, ↓, ←, ↓, X, Y, ↓, X, Y, ↓, ↓, ↓, ↓, ↓, X + Y



## Tiger Driver

↓, X + Y, ↓, X + Y



## DOA GREATEST HIT: TINA ARMSTRONG

## Wrasslin': Texas-style



Tina was one of the original *Dead or Alive*® characters, even though she was fairly tassel-free at that point. Still, she was a force to be reckoned with then and now.

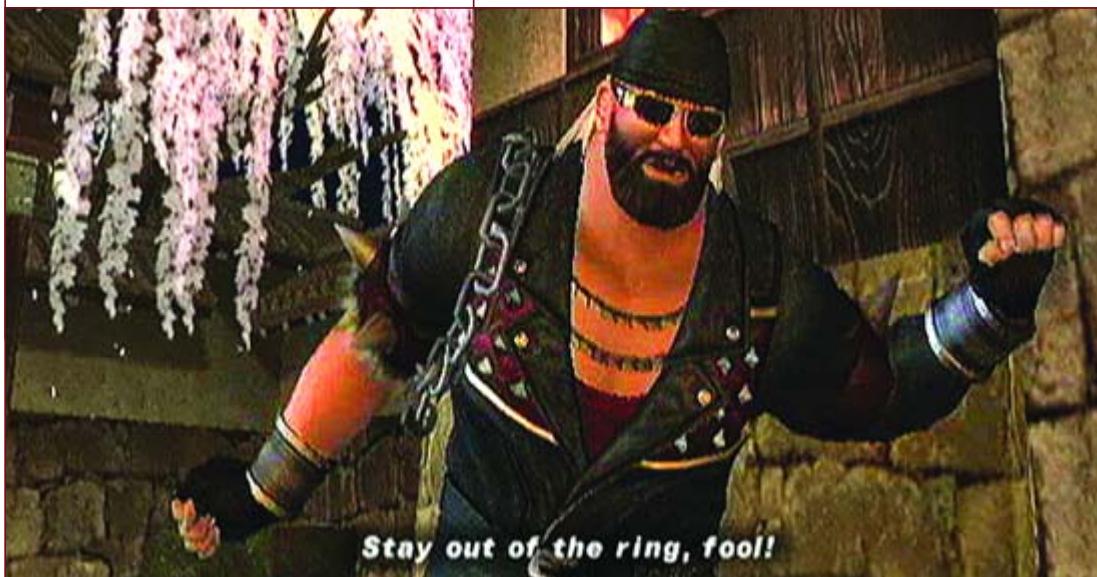
***Unhappy Father Pro-Wrestler***

Bass is the father of Tina Armstrong, and as any normal father, he doesn't like his daughter using her sex appeal to raise her celebrity status. He is an undefeated bad guy professional wrestler who enters the Dead or Alive® World Combat Championship to stop his daughter's cheap and lofty ambitions. At the same time he hopes to teach his daughter about the tough reality of the World Combat Championship. But he loves his daughter dearly and keeps an eye on her, at all times, from a distance.

1P



2P



Bass Armstrong



Nationality: American

Gender: Male

Birthday: July 4, Age: 46

Blood Type: O

Height/Weight: 6' 5", 346 lbs.

Body Size: B56" W53" H54"

Fighting Style: Wrestling

Occupation: Professional Wrestler

Likes: Sautéed Chicken

Hobbies: Touring, Training Tina

## General Strategy

Big, bad, and mean, Bass is a force to be reckoned with.

Like the other XXXL fellows (Leon and one other, hidden, surprise) Bass dishes out extreme amounts of punishment with fairly easy-to-execute moves and canned combos.

While he's not entirely up to snuff in the speed category, he's resilient enough to take a solid beating from the smaller, faster, weaker characters.

Because Bass can deal excessive damage with little effort, he's an easy choice for newbies if you're willing to take a beating to deliver one.



As he's quite slow, he needs to bull into a fight, absorbing incoming attacks and persevering to land some of his more devastating attacks, such as the Argentina Back Breaker. Back a foe up to the wall on some of the more dangerous stages, and his assault can make short work of an opponent's life bar.

However, in the right hands, the fastest characters, (such as Ayane), can make mincemeat of a similarly skilled Bass player, so he can have his hands quite full with the smaller, lighter characters.

## Move List

### ATTACKS

COMBO GONG:	Y, Y, Y
COMBO HAMMER:	Y, Y, Y, Y
COMBO HIGH KICK:	Y, Y, X
COMBO KICK CRASH:	Y, X, X
WILD SWING:	Y, Y, Y
HELL STAB:	X+Y
ELBOW RUSH:	Y, Y, Y
STUN GUN CHOP:	Y, Y, Y, Y+X
POWER GONG:	Y, Y, Y
KNEE HAMMER:	Y, X, Y
JUMPING HIGH KICK:	Y, X
SMASH GONG:	Y, Y, Y
BEAR SCISSORS:	Y, Y+X, Y
KICK RUSH:	Y, X, X
ONE HAND HAMMER:	Y, Y
BUFFALO CRUSH:	Y, Y, Y
DROP KICK:	Y, Y, Y, X
FLYING CROSS CHOP:	Y, Y, X+Y
KENKA KICK:	Y, Y, X
HELL SCISSORS:	Y, Y, Y

ROLLING AXE:	Y, Y, Y, Y, Y, Y
BASS LARIAT:	Y, X+Y
FRONT ROLL KICK:	Y, A+X
LEG BREAK:	Y, X
LOW DROP KICK:	Y, A+X
MUSCLE ELBOW:	Y, X+Y
BUFFALO TRAIN:	Y, X+Y, X+Y
TRASS KICK (SHOWING BACK TO OPPONENT):	Y, X
ROUND MUSCLE ELBOW (SHOWING BACK TO OPPONENT):	X+Y
RISING LOW DROP KICK (WHILE GETTING UP):	Y, A+X

### THROWS

FALCON ARROW:	A+Y
CANYON DUNK (NEXT TO SLOPE):	A+Y
ONE LEG STANDING HEADBUTT:	Y, X+Y
WILD BULL HEAD BUTT (NEXT TO WALL):	Y, A+Y
WATER MILL DROP:	Y, A+Y
BEAR PRESS (NEXT TO WALL):	Y, A+Y
BASS TORNADO:	Y, A+Y
FLYING BODY SCISSORS:	Y, A+Y
DYNAMITE LARIAT:	Y, Y, Y, Y, A+Y
ATOMIC HAMMER CRASH (NEXT TO WALL):	Y, Y, Y, Y, A+Y
OKLAHOMA STAMPEDE (THROW COMBO):	Y, Y, Y, A+Y, Y, A+Y, Y, Y, Y, Y, Y, A+Y
MANHATTAN DRIVER (THROW COMBO):	Y, Y, Y, A+Y, Y, A+Y, Y, Y, Y, Y, Y, Y, A+Y
SUPER FREAK:	Y, Y, Y, Y, Y, A+Y
T.F.B.B.:	Y, Y, Y, Y, Y, A+Y
T.F.B.C. (NEXT TO WALL):	Y, Y, Y, Y, Y, A+Y
ESCAPE BACK (SHOWING BACK TO OPPONENT):	A+Y

## ULTIMATE™

## THROWS (CONT.)

DANGEROUS BACK DROP (FROM BACK OF OPPONENT):	Ⓐ+ⓧ
LOCOMOTION BACK DROP (NEXT TO WALL, FROM BACK OF OPPONENT):	Ⓐ+ⓧ
ARGENTINA BACK BREAKER (FROM BACK OF OPPONENT):	←Ⓐ,Ⓐ+ⓧ
REVERSE POWER BOMB (FROM BACK OF OPPONENT):	←Ⓐ,Ⓐ,Ⓐ,Ⓐ,Ⓐ+ⓧ
IRON CLAW (FROM THE BACK OF OPPONENT):	Ⓐ,Ⓐ,Ⓐ+ⓧ,Ⓐ,Ⓐ+ⓧ
FACE CRASHER (THROW COMBO, FROM BACK OF OPPONENT):	Ⓐ,Ⓐ,Ⓐ+ⓧ,Ⓐ,Ⓐ+ⓧ
GRIZZLY LAUNCHER (THROW COMBO, FROM BACK OF OPPONENT):	Ⓐ,Ⓐ,Ⓐ,Ⓐ,Ⓐ+ⓧ,Ⓐ,Ⓐ,Ⓐ+ⓧ
GRIZZLY CRASH (THROW COMBO, AGAINST THE WALL, FROM BACK OF OPPONENT):	Ⓐ,Ⓐ,Ⓐ,Ⓐ,Ⓐ,Ⓐ+ⓧ,Ⓐ,Ⓐ,Ⓐ+ⓧ
BASS BOMB (LOW THROW):	Ⓐ,Ⓐ+ⓧ
SPIRAL BOMB (LOW THROW):	Ⓐ,Ⓐ+ⓧ
DOUBLE ARM DRIVER (LOW THROW):	Ⓐ,Ⓐ,Ⓐ+ⓧ
CALF BRANDING (LOW THROW, FROM BACK OF OPPONENT):	Ⓐ,Ⓐ+ⓧ

## HOLDS

HALF LOCK SUPLEX (AGAINST A HIGH PUNCH):	Ⓑ,Ⓐ
ROLLING PRESS (AGAINST A HIGH KICK):	Ⓑ,Ⓐ
SHOULDER THROUGH (AGAINST A MIDDLE PUNCH):	←Ⓐ,Ⓐ
IRON HAMMER PRESS (AGAINST A JUMPING PUNCH):	←Ⓐ,Ⓐ
BLAST THROUGH (NEXT TO WALL, AGAINST A MIDDLE PUNCH):	←Ⓐ,Ⓐ
JURASSIC TRAILER (AGAINST A HIGH KICK):	←Ⓐ,Ⓐ,←Ⓐ,←Ⓐ,Ⓐ
GUILLOTINE DROP (AGAINST A LOW PUNCH):	Ⓑ,Ⓐ
GIANT HAMMER THROW (AGAINST A LOW KICK):	Ⓑ,Ⓐ

## DOWN ATTACKS

DOUBLE KNEE DROP:	Ⓑ,ⓧ+ⓧ
STOMPING:	Ⓑ,ⓧ

## Special Move Attacks

Appeal: I LOVE TINA— Ⓐ,Ⓐ,←Ⓐ,Ⓐ+ⓧ+ⓧ

Appeal: Show Time— Ⓐ,Ⓐ,Ⓐ+ⓧ+ⓧ

## Illustrated Moves

## Combo Gong

ⓧ,ⓧ,ⓧ



## Combo Hammer

ⓧ,ⓧ,Ⓐ,ⓧ



## Combo High Kick

ⓧ,ⓧ,Ⓑ



## Combo Kick Crash

ⓧ,Ⓑ,Ⓑ



## Wild Swing

Ⓐ,ⓧ,ⓧ



## Hell Stab

ⓧ+ⓧ



## Stun Gun Chop

←Ⓐ,ⓧ,ⓧ,ⓧ+ⓧ





## Bear Scissors

▢, Y + X, Y



## Flying Cross Chop

▢, ▢, X + Y



## Muscle Elbow

▢, X + Y



## Kenka Kick

▢, ▢, X



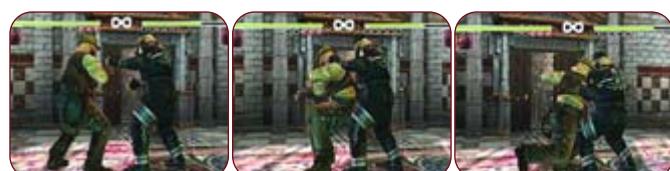
## Hell Scissors

▢, Y, Y



## Rolling Axe

▢, ▢, ▢, ▢, ▢, Y



## Low Drop Kick

▢, A + X



## Buffalo Train

▢, X + Y, X + Y



**Falcon Arrow****A + Y****One Leg Standing Headbutt****Q, X + Y****Bass Tornado****△, A + Y****Flying Body Scissors****△, A + Y****Dynamite Lariat****△, □, ▽, ▷, A + Y****Oklahoma Stampede****△, □, A + X, △, A + X**



## Manhattan Driver

↓, ↓, ←, A + Y, ↑, A + Y, ↓, A + Y



## Super Freak

←, ↓, ↑, ↓, ←, A + Y



## Argentina Back Breaker

↑, A + Y



## Reverse Power Bomb

←, ↓, ↑, ↓, ←, A + Y



## DOA GREATEST HIT: BASS ARMSTRONG

Turn up the Bass!



Tina's pop, Bass, may be a bad man, but his heart overflows with paternal pride (and not a little consternation) at his daughter's antics.



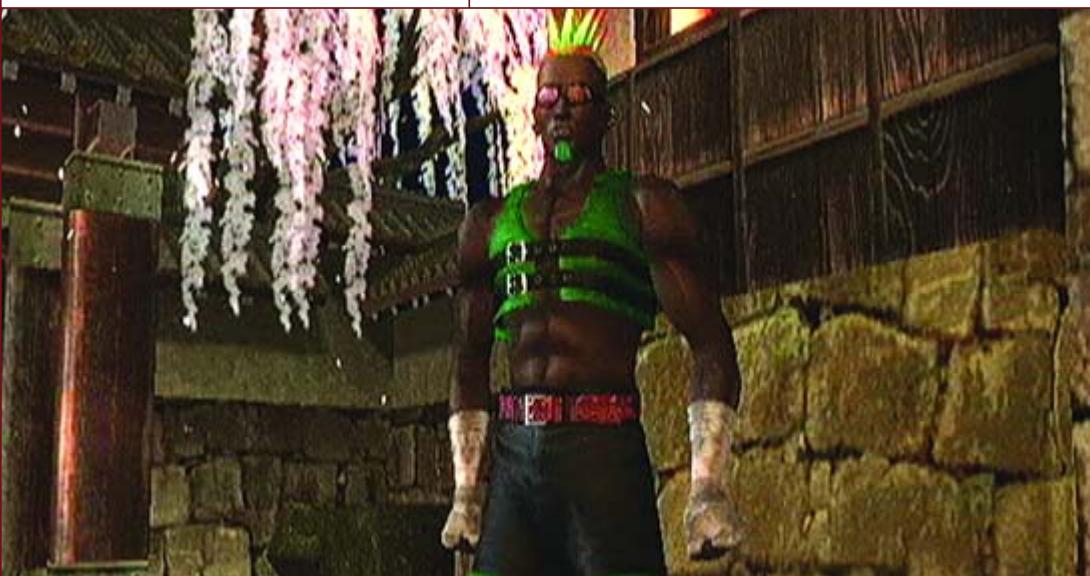
Zack is a kick boxer whose strength and eccentricity are second to none. While most people think Zack is a punk, he is a world-class fighter and self-taught master of the martial art known as Muay Thai. He re-entered the Dead or Alive® World Combat Championship to feed his appetite for public attention (and to win the prize money.) Because of his blunt and funky personality, his popularity is growing.

Zack

1P



2P

*Funky Muay Thai Dude*

Nationality: American

Gender: Male

Birthday: April 3, Age: 25

Blood Type: O

Height/Weight: 5' 11", 172 lbs.

Body Size: B42" W33" H37"

Fighting Style: Muay Thai of his own style

Occupation: DJ

Likes: Ice Cream

Hobbies: Billiards

## General Strategy

Everybody likes Zack. Whether he's being voiced by Dennis Rodman in *Dead or Alive® Xtreme Beach Volleyball* or zipping about the various *DOA* stages dressed in some rather fetching (if you're from Mars) attire, this Muay Thai badboy is one of the game's fiercest fighters, with an awesome combination of strength and speed. He has almost as good a newbie game as an advanced game.

Most of Zack's moves are fairly short, canned combos allowing him to get in very quick, very dangerous, two- to three-hitters.

Due to his sheer swiftness and the relative brevity of his attacks, it's that much harder to reverse his moves, as you



can't keep whacking reverse while getting hit with a large combo to turn the tables on a foe, allowing him to get in his licks and get out again.

Because he lacks a decent selection of longer combos, he's not the ideal choice in a lot of situations. He generally won't be slicing off huge swaths of health with each attack, making his matches slightly longer.

On the plus side, though, if his movements aren't distracting enough, pick one of his more esoteric costumes and, chances are, your opponent will be too focused on the outfit to do much else during the fight.

## Move List

### ATTACKS

HELL NEEDLE:	HOUND SHIFT:	RISING KNEE:
DOWN ELBOW:	VULCAN KNEE KICK:	FLYING KNEE KICK:
RISING HEEL KICK:	GENOCIDE RUSH:	DEVIL'S ELBOW:
DOUBLE IMPACT:	DEVILS RUSH:	VERTICAL AXE:
SPINNING HEEL KICK:	FAKE SPINNING HEEL:	AIRWALK:
DOUBLE ELBOW:	FAKE BAZOOKA:	OVERHEAD KICK:
INFERNO RUSH:	HEAVEN SMASH:	TURN BAZOOKA:
INFERNO SHIFT:	SLAM KNUCKLE:	LONG BAZOOKA:
UPPER ELBOW:	MEPHISTO RUSH:	SPRING HEEL (WHILE GETTING UP):
HALF SPIN ROLLING ELBOW:	DEMON RUSH:	TURN ROLLING ELBOW (SHOWING BACK TO OPPONENT):
HALF SPIN HEEL KICK:	DEMON SHIFT:	TURN SPINNING HEEL KICK (SHOWING BACK TO OPPONENT):
GATLING KNEE:	BELIAL RUSH:	
HEAT SUNRISE:	BELIAL SHIFT:	
TUMBLING HEEL:	TRICKY BEAST:	
SWAY BLOW:	FURY BEAST:	
BOOST RUSH:	TRICKY HOUND:	
MOBIUS RUSH:	FURY HOUND:	
MAD BEAST:	ZACK TORNADO:	
BEAST SHIFT:	SPINNING MIDDLE KICK:	
MAD HOUND:	TWISTER UPPERCUT:	

## ULTIMATE™



## THROWS

WILD THROW:	$\text{X}+\text{Y}$
DEADLY BOARDING:	$\text{X}+\text{Y}$
STUNNER:	$\text{X}, \text{X}+\text{Y}$
KNEE STORM:	$\text{X}, \text{X}, \text{X}+\text{Y}$
NIGHTMARE STAND (NEXT TO WALL):	$\text{X}, \text{X}, \text{X}+\text{Y}$
HARD RUSH:	$\text{X}, \text{X}, \text{X}+\text{Y}$
SPLASH DUNK:	$\text{X}, \text{X}, \text{X}, \text{X}+\text{Y}$
FLY BOARDING (NEXT TO WALL):	$\text{X}, \text{X}, \text{X}, \text{X}+\text{Y}$
NECK HUNTING (FROM BEHIND OPPONENT):	$\text{X}+\text{Y}$
VIOLENCE BEAT (FROM BEHIND OPPONENT):	$\text{X}, \text{X}+\text{Y}$
BEAST FANG:	$\text{X}, \text{X}+\text{Y}$
HEART BREAKER:	$\text{X}, \text{X}+\text{Y}$
REVERSE BEAST FANG:	$\text{X}, \text{X}+\text{Y}$

## HOLDS

OCTOPUS BLOW:	$\text{X}, \text{X}$
SLASH ELBOW:	$\text{X}, \text{X}$
CROSS BAZOOKA:	$\text{X}, \text{X}$
HEEL EDGE:	$\text{X}, \text{X}$
FUNKY ELBOW:	$\text{X}, \text{X}$
DUST STAMP:	$\text{X}, \text{X}$
AIR DUNK:	$\text{X}, \text{X}$

## DOWN ATTACKS

STEPPING WAVE:	$\text{Y}, \text{Y}+\text{B}, \text{X}, \text{X}, \text{Y}+\text{B}$
WILD HEEL:	$\text{X}, \text{B}$

## Special Moves Attacks

Fake Roll:  $\text{Y}, \text{X}, \text{Y}, \text{X}$ Appeal: Wave— $\text{X}, \text{X}, \text{X}, \text{X}+\text{Y}+\text{B}$ Appeal: "Why's that?"— $\text{Y}, \text{Y}, \text{X}+\text{Y}+\text{B}$ 

## Illustrated Moves

## Machine Gun Middle

 $\text{Y}, \text{Y}, \text{B}$ 

## Machine Gun Elbow Knee

 $\text{Y}, \text{Y}, \text{Y}, \text{B}$ 

## Vertical Hammer

 $\text{X}, \text{Y}, \text{Y}$



## Dolphin Uppercut

A, A, Y



## Rolling Elbow

A, A, C, Y



## Ankle Spin Kick

B, B



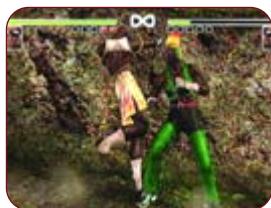
## Double Middle Kick

A, B, B



## Step Kick

A, B



**ULTIMATE™****Neck Cut Kick**

+, B

**Front Step Kick**

+, +, B

**Double Submarine**

+, B, B, B

**Crash Knee**

+, +, B





## Dancing Doll Kick

X + B



## Shoulder Tackle

←, ↓, ↑, ↘, ↙, Y



## Death Valley Bomb

X + Y



## DOA GREATEST HIT: ZACK

Zack: the Elton John of DOA



Zack's a great fighter, but the greater attraction may just be his, um, interesting wardrobe choices. While some aren't terribly eyebrow-raising, he has a few slightly alien designs that might lead one to question exactly what's going on in this "funky" dude's head.

1P



2P

*The Warrior*

Leon is a lonely soldier, wandering this world while building his strength. His heart is still torn from the loss of Roland, a woman of the Silk Road, who died in his arms saying, *The man I love is the strongest man in the world.* In order to fulfill the last words of his lost love, he aspires to be the strongest man on Earth.

---

Nationality: Italian

---

Gender: Male

---

Birthday: March 14, Age: 42

---

Blood Type: B

---

Height/Weight: 6' 4", 282 lbs.

---

Body Size: B53" W47" H48"

---

Fighting Style: Command Sambo

---

Occupation: Mercenary Soldier

---

Likes: Pizza

---

Hobbies: Planting Potted Plants

# Leon



## General Strategy

Another huge fellow along the lines of Bass, Leon is more than six feet of pure muscle and raw power. He's big and slow, but he'll hammer you into the ground in two shakes of his meaty fists if you let him.

Leon is in the same basic class as his XXXL contemporary, Bass, and the same essential strategy applies: Shrug off the blows of the smaller, weaker, characters and deliver massive abuse via the DDT or Neck Hanging Tree. If you don't like being hit, don't choose Leon.

The question when picking Leon is whether he's a better character than Bass and, for the most part, we tend to side with Bass if only because Bass's overall move set is more devastating once you latch onto a foe.

Still, if you need a secondary big man for, perhaps, a big man tag-team, Leon can certainly hold his ground. He's also the only character that can sort of drown his opponents.

## Move List

### ATTACKS

PALM ARROW:		STORM SOBAT:		CATCHING ARM BAR
TOMAHAWK ELBOW:		STORM UPPERCUT:		(FROM THE BACK OF OPPONENT):
SMASH UPPERCUT:		TRAP HEEL HAMMER:		HELL HAZARD LOCK
TRASS KICK (WHILE STANDING):		TRAP REVERSE HAMMER:		(FROM THE BACK OF OPPONENT):
RISING TOMAHAWK:		Giant UPPERCUT:		SWING NECK HOLD (THROW COMBO, FROM BACK OF OPPONENT):
JAVELIN KICK:		SCIMITAR LOCK HEEL:		SWING BREATH FALL (THROW COMBO, NEXT TO WALL, FROM BACK OF OPPONENT):
BODY SOBAT:		DOUBLE SPIKE:		CRAZY CRASH (LOW THROW COMBO):
BLAST TRASS:		SOLID CANNON:		REVERSE ARM LOCK (LOW THROW COMBO):
BLAST DRIVE KNEE:		SMASH UPPER (WITH YOUR BACK FACING OPPONENT):		GROUND SUBMISSION (TO OPPONENT ON THE GROUND):
KNEE LIFT:		DESERT CROSS HOLD:		
SMASH:		DESERT SCORPION (NEXT TO SLOPE):		
HEEL HAMMER:		NECK HANGING TREE:		
HEAD BUTT:		NECK HANGING BLOW (NEXT TO WALL):		
ARM GRENADE:		CHOKE SPLASH (IN THE WATER):		
FLAME KNUCKLE:		SHOULDER BREAKER:		
SHOULDER TACKLE:		FIRE STORM KNEE (NEXT TO WALL):		
REVERSE DOUBLE HAMMER:		HALF BOSTON CRAB (THROW COMBO):		
LEG SPIKE:		STF (THROW COMBO):		
SOLID CRUSH:		DDT (THROW COMBO):		
CRUSH LEG SPIKE:		DESERT FALCON:		
STOMACH BREAK:		DESERT BRIDGE (NEXT TO WALL):		
RUSH SOBAT:				
RUSH LEG SPIKE:				
JAB, HIGH KICK:				
STORM HOCK:				
STORM BLAST KNUCKLE:				

## ULTIMATE™

## HOLDS

HEAD HUNTING CROSS LOCK (AGAINST A HIGH PUNCH):	Ⓐ, ⓧ
REVERSE ACHILLES HEEL LOCK (AGAINST A HIGH KICK):	Ⓑ, ⓧ
DEATH TRAP (AGAINST A MIDDLE PUNCH):	Ⓐ, ⓧ
SNAKE BITES (NEXT TO WALL, AGAINST A MIDDLE PUNCH):	Ⓐ, ⓧ
CATCHING CROSS HOLD (AGAINST A MIDDLE KICK):	Ⓐ, ⓧ
ROLLING CROSS HOLD (AGAINST A LOW PUNCH):	Ⓐ, ⓧ
COBRA DEATH LOCK (AGAINST A LOW KICK):	Ⓐ, ⓧ
CATCHING ARM LOCK (AGAINST A JUMPING PUNCH):	Ⓐ, ⓧ
HEEL HOLD (AGAINST A JUMPING KICK):	Ⓐ, ⓧ

## DOWN ATTACKS

KNEE DROP:	Ⓐ, ⓧ + ⓧ
STOMPING:	Ⓐ, ⓧ

## Special Move Attacks

Appeal: GO TO HELL— ⓧ, ⓧ, ⓧ, ⓧ, ⓧ + ⓧ + ⓧ

## Illustrated Moves

## Smash Uppercut

Ⓐ, ⓧ, ⓧ



## Blast Trass

Ⓐ, ⓧ, ⓧ



## Blast Drive Knee

Ⓐ, ⓧ, ⓧ, ⓧ, ⓧ



## Arm Grenade

Ⓐ, ⓧ + ⓧ



## Shoulder Tackle

Ⓐ, ⓧ, ⓧ



## Reverse Double Hammer

Ⓐ, ⓧ + ⓧ, ⓧ





## Solid Crush

←, Y, Y, Y



## Crush Leg Spike

←, Y, Y, ↓, B



## Rush Sobot

Y, ←, Y, B



## Storm Blast Knuckles

Y, Y, ←, Y



## Storm Uppercut

Y, Y, ↓, Y



## Trap Reverse Hammer

B, Y, Y, Y, Y, ←, Y, Y



**Desert Cross Hold**

X + Y

**Neck Hanging Tree**

△, X + Y

**Shoulder Breaker**

△, X + Y

**Fire Storm Knee**

△, X + Y

**Half Boston Crab**

△, □, X + Y, ▲, ▲, X + Y, ◇, X + Y





## STF

Q, Q, X+Y, Q, Q, X+Y



## DDT

+, +, X+Y, +, +, X+Y, +, X+Y



## Catching Arm Bar

X+Y



## Hell Hazard Lock

+, X+Y



## DOA GREATEST HIT: LEON

Sounds like lion...in French

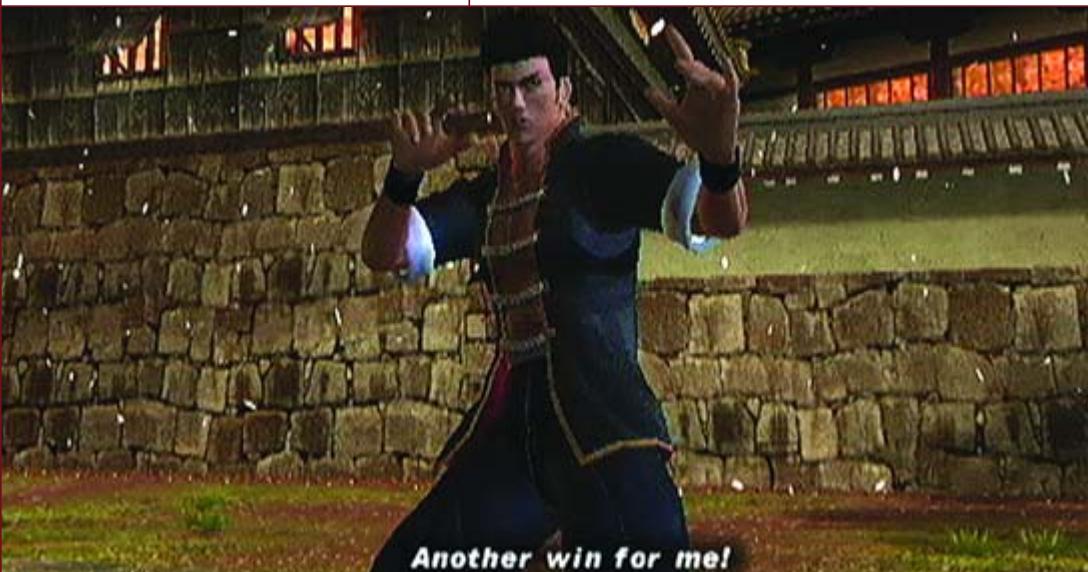


This large, turbaned fellow was one of the newbies in the *Dead or Alive® 2* crew. Though not as popular as Bass, he apparently had enough pull to make it into the initial release of part 2, unlike poor Bayman, who was left behind in *DOA1*.



Jann Lee fights from his soul. He has trained in the fighting style of Jeet Kune Do, developed by Bruce Lee, and he appears at battles where only the strongest of men fight. With a strange bird-like cry, he strikes with the passion of a dragon. He strives for each attack to be the most powerful strike he has ever made in his life. Some think he's too self-possessed, which keeps women from getting close to him.

Jann Lee

**1P****2P*****Passionate Fighter***



Nationality: Chinese

Gender: Male

Birthday: November 27, Age: 20

Blood Type: AB

Height/Weight: 5' 8", 165 lbs.

Body Size: B39" W31" H36"

Fighting Style: Jeet Kune Do

Occupation: Bodyguard

Likes: Hamburgers, Grapefruits

Hobbies: Watching Action Movies

## General Strategy

It's a safe bet that Jann Lee is one of the game's best characters due to his startling speed and very solid strength levels. He's fairly simple to get proficient at using. Probably the most accessible character in the game, he follows in the long line of Bruce Lee-inspired characters populating fighting games.

The key to Jann Lee's power is the rapid-fire nature of his attacks, which are machine gun-like in speed and intensity. If you're unprepared for a bout with Jann Lee, you'll be on the losing end of a short fight.



To effectively combat his attack advantage, you need to memorize his moves to reverse them with any degree of regularity, otherwise you'll be repeatedly corner trapped and pummeled into a wall.

There aren't that many negatives because he scales so well from low- to high-level players, making him a very effective weapon overall. Still, if he has a weakness, it's that he isn't the strongest fighter and his blows don't have enough overall force to do extreme damage.

## Move List

### ATTACKS

UPPER KNUCKLE:	FLASH LOW SPIN KICK:	FLASH TURN:
BACK HOOK:	LOW DRAGON HAMMER:	HIGH SPIN KICK:
HIGH SHIN-KNEE KICK:	DRAGON HAMMER:	DRAGON FLARE:
READ HIGH KICK:	SHIN-KNEE HIGH KICK:	DRAGON STEP HIGH:
DOUBLE UPPER KICK:	DOUBLE HOOK KICK:	BLIND ELBOW (SHOWING BACK TO OPPONENT):
SEKKAN CHOP:	THRUST SPIKE KICK:	BLIND KNUCKLE:
SWAY JAB:	THRUST SPIN KICK:	HELL DRIVE:
JAB, HIGH KICK:	SIDE MASTER KICK:	DRAGON SLIDER (NEXT TO SLOPE):
SONIC SPIN KICK:	DRAGON STRIKE:	DRAGON GUNNER:
SONIC LOW SPIN KICK:	SIDE BACK KICK:	FIREMAN'S CARRY:
SONIC UPPERCUT:	SNAP SPIN KICK:	THE WAY OF THE DRAGON:
COMBO LOW SPIN KICK:	SNAP SPIKE KICK:	THE FALL OF THE DRAGON (NEXT TO WALL):
DRAGON RUSH:	DRAGON LOW KICK:	BULLDOGGING HEAD LOCK:
DRAGON CANNON:	LOW SPIN KICK:	DRAGON SMASHER (THROW COMBO, NEXT TO WALL):
DRAGON SLICER:	DRAGON BLOW:	
COMBO KNUCKLE UPPERCUT:	DRAGON ELBOW:	
COMBO HIGH KICK:	DRAGON KNUCKLE (WHILE CROUCHING):	
BODY UPPERCUT:	DRAGON KICK:	
BODY LOW SPIN KICK:	DRAGON SPIKE:	
FLASH SPIN KICK:		

## ULTIMATE™



## THROW (CONT.)

DRAGON RAVE (FROM BACK OF OPPONENT):

X+Y

SEKKAN PUNCH:

Y, Y, Y, X+Y

FRONT FACE LOCK (LOW THROW):

Y, X+Y

SIDE BUSTER (LOW THROW):

Y, X+Y

PUNISH PUNCH (LOW THROW, FROM BACK OF OPPONENT):

Y, X+Y

## HOLDS

GODLESS SHORT KNEE (AGAINST A HIGH PUNCH):

Y, X

TRACE GUNNER (AGAINST A HIGH KICK):

Y, X

DOUBLE BLIND (AGAINST A MIDDLE PUNCH):

Y, X

LEG SWEEP (AGAINST A MIDDLE KICK):

Y, X

DEEP THE DRAGON (AGAINST A LOW PUNCH):

Y, X

DRAGON TWIST (AGAINST A LOW KICK):

Y, X

DRAGON'S ROAR (AGAINST A JUMPING PUNCH):

Y, X

## DOWN ATTACKS

TRAMPLE:

Y, Y+B

ENTER THE DRAGON:

Y, X+Y+B

LOW SNAP KICK:

Y, B

## Special Move Attacks

Appeal: Shout— Y, Y, Y, X+Y+B

## Illustrated Moves

## Double Upper Kick

Y, B, B



## Sonic Spin Kick

Y, Y, B



## Sonic Low Spin Kick

Y, Y, Y, Y, B



## Sonic Uppercut

Y, Y, Y, Y





## Low Spin Kick

↓, X + B



## Dragon Rush

Y, Y, Y, B



## Dragon Cannon

Y, Y, Y, ⌂, Y



## Dragon Slider

Y, Y, Y, ⌂, Y



## Combo Knuckle Uppercut

Y, Y, ⌂, Y



## Combo High Kick

Y, Y, B



**Double Hook Kick**

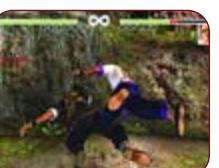
▢, B, B

**Thrust Spin**

▢, B, B

**Thrust Spike**

▢, B, B

**Side Back Kick**

▢, B, □, Y

**Dragon Strike**

▢, B, □, Y

**Blind Elbow**

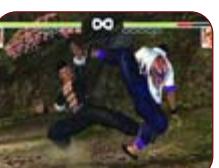
Y + B

**Snap Spin Kick**

▢, B, B

**Dragon Gunner**

▢, X + Y

**Blind Knuckle**

▢, Y

**Fireman's Carry**

▢, X + Y

**The Way of the Dragon**

▢, □, □, X + Y





## Bulldogging Head Lock

▢, ♡, △, X + Y, □, ♠, △, X + Y



## Dragon Smasher

▢, ♡, △, X + Y, □, ♠, △, X + Y



## Dragon Rave

X + Y



## Sekkan Punch

▢, ♡, △, X + Y



## DOA GREATEST Hit: JANN LEE

Enter the Dragon



Jann "Don't call me Bruce" Lee is one of the founding members of the Dead or Alive club and has only gotten better, as a playable character, with age.

**T'ai Chi Quan Genius**

Lei Fang is one of the younger fighters and has been called a fighting genius by many. To fight and defeat Jann Lee is her ultimate goal. Jann Lee's absolute dominance in the combat arena only fuels her challenging spirit. Her desire to defeat him is her main reason for entering the Dead or Alive® World Combat Championship.

# Lei Fang



1P



2P





Nationality: Chinese

Gender: Female

Birthday: April 23, Age: 19

Blood Type: B

Height/Weight: 5' 4", 110 lbs.

Body Size: B34" W22" H34"

Fighting Style: T'ai Chi Quan

Occupation: Student

Likes: Annin Tofu

Hobbies: Karaoke

## General Strategy

Lei Fang is interesting because she gives the illusion of blazing speed when she isn't altogether that quick. She's more powerful than most of her female counterparts and can hang, punch-for-punch, with most of the middling strength characters.

A lot of Lei Fang's moves seem to be centered on driving opponents to the ground, where she can stomp them mercilessly with a variety of moves. She also has a number of long combo throws that'll put the hurt on anyone foolish enough to think that just because she's small, she's some sort of pushover.



One final note: she has a very wide variety of holds, making her very effective at countering incoming attacks, with some control pad twisters such as Risei and Hosei (among others) that will flatten an attacking foe.

All in all, Lei Fang is an acquired taste and not exactly accessible at lower levels of play. Stay clear of her until you've nailed down the basics.

## Move List

### ATTACKS

ZENSHO:	↙, Y
SHAHI-CHUGEKI:	↗, Y
NIKI-KYAKU:	↗, B, B
TENSHIN-HAIREN:	↗, B
SOAN:	↗, ↘, Y
SOFU-KANJI:	↗, ↘, ↙, ↘, ↘, Y
SHICHI-SUN-KO:	↖, ↙, ↘, ↙, ↘, Y
KINKEI-DOKURITSU:	B + Y
TESSA:	↖, ↙, B
REN-CHUGEKI:	↖, Y, B
ENSHU-SUI:	↖, ↙, Y
HOTO-SUISAN, ZENSHO:	↖, Y, Y
JOHO-SHICHI-SEI:	↖, Y, Y
SHO-KINDA:	↖, ↙, ↘, Y
GEKICHI-NIKI-KYAKU:	↖, ↙, Y, B, B
GEKICHI-HAISETSU-KO:	↖, ↙, Y, Y + B
SOKUTAN-KYAKU:	↖, B
BUN-KYAKU:	↗, ↘, B
HAIKYAKU:	↖, B
KAMEN-KYAKU:	↖, B
SENKYU-Ren-TAI:	↖, B, B, B, B

FUJIN-TESSA:	↖, B, B
TOKYAKU, HAISETSU-KO:	↖, B, Y + B
HOKO-KISAN:	↖, Y + B
HONSHIN-TANBEN:	↖, B
RENKAN-SHO-KINDA:	Y, Y, Y
RENKAN-KINKEI-DOKURITSU:	Y, Y, ↗, Y, B
RENKAN-ZENSHO:	Y, Y, ↘, Y, Y
RENKAN-RENSHU-KYAKU:	Y, Y, B, B
RENKAN-SENKYU-TAI:	Y, Y, B, ↘, B
RENKAN-TESSA:	Y, Y, ↗, B
SEIRYU-SOAN:	Y, ↙, Y, Y
SEIRYU-HAISETSU-KO:	Y, ↙, Y, Y + B
TANBEN, SENKYU-REN-TAI:	Y, B, B, ↘, B
RENSHU-KYAKU:	B, B
SHU-KYAKU, SENKYU-TAI:	↖, B, B
HAKKAKU-KYOSHU:	↖, Y + B
To-To-Ho:	↖, Y + B
HAISETSU-KO:	↖, Y + B
SENPU-KYAKU:	↖, B
SENTSU-HAI (SHOWING BACK TO OPPONENT):	Y + B

### THROWS

TODEN-KO:	↖ + Y
AKUSHU-SOAN (OPPONENT'S BACK FACING A SLOPE):	↖ + Y
WANKYU-SHAKO (YOUR BACK FACING A SLOPE):	↖ + Y
NOBA-BUNSO:	↖, ↘, Y + Y
KAISHIN-SUICHU (NEXT TO WALL):	↖, ↘, Y + Y
TOKEN-KO:	↖, Y + Y
HEISHIN-SUI:	↖, ↙, ↘, ↙, ↘, ↙ + Y
ROSHITSU-YOHO:	↖, ↙, ↘, Y + Y
ROSHITSU-ASSHIN-KO (THROW COMBO):	↖, ↘, ↙, Y + Y
REN-TAIKO-CHOGYO (THROW COMBO):	↖, ↙, ↘, X + Y, ↖, ↙, X + Y, ↖, ↙, X + Y
TAKUCHU-KEN-KO (THROW COMBO):	↖, ↙, ↘, X + Y, ↖, ↙, X + Y, ↖, ↙, ↘, ↙, X + Y
RINEI-HISUI:	↖, ↙, ↘, X + Y
TAKUCHU H AISUI (FROM BACK OF OPPONENT):	↖ + Y
JOHO-KO (FROM BACK OF OPPONENT):	↖, ↙, X + Y
SHITSUCHO-KOHAI-KYAKU:	↖, ↙, ↘, X + Y
ToITSU-KON (LOW THROW):	↖, X + Y
KINKEI-DOKURITSU (LOW THROW):	↖, X + Y
TEISHU-JOSEI (LOW THROW FROM BACK OF OPPONENT):	↖, X + Y

## ULTIMATE™



## HOLDS

TENSEN-SOTAI (AGAINST A HIGH PUNCH):	⬆, ⚡, ⚡
ROTAI-TOTO (AGAINST A HIGH KICK):	⬆, ⚡, ⚡
HEISHIN-GEKI (AGAINST A MIDDLE PUNCH):	⬆, ⚡, ⚡
HEISHIN-HAISETSU-KO (NEXT TO A WALL, AGAINST A MIDDLE PUNCH):	⬆, ⚡, ⚡
KAISEI (AGAINST A MIDDLE KICK):	⬆, ⚡, ⚡
SOHAI-KYAKU (AGAINST A LOW PUNCH):	⬆, ⚡, ⚡
HOTAI-SOKYAKU (AGAINST A LOW KICK):	⬆, ⚡, ⚡
TAISHU-OTO (AGAINST A JUMPING PUNCH):	⬆, ⚡, ⚡
SENSHIN-HOTAI (AGAINST A JUMPING KICK):	⬆, ⚡, ⚡
SAIRETSU (AGAINST A HIGH, MIDDLE PUNCH):	⬆, ⚡, ⚡, ⚡, ⚡
HOSEI (AGAINST A HIGH, MIDDLE KICK):	⬆, ⚡, ⚡, ⚡, ⚡
RISEI (AGAINST A LOW PUNCH):	⬆, ⚡, ⚡, ⚡, ⚡
KASUI (AGAINST A LOW KICK):	⬆, ⚡, ⚡, ⚡, ⚡

## DOWN ATTACKS

RAKUSO-SUIGEKI:	⬆, ⚡, ⚡ + ⚡
SHIKYAKU:	⬆, ⚡, ⚡

## Special Move Attacks

Appeal: Geishin-Sei— ⚡, ⚡, ⚡, ⚡, ⚡ + ⚡ + ⚡

Appeal: "No No!"— ⚡, ⚡, ⚡, ⚡, ⚡ + ⚡ + ⚡

Appeal: "Got it!"— ⚡, ⚡, ⚡, ⚡, ⚡ + ⚡ + ⚡

Appeal: "No, No, No!"— ⚡, ⚡, ⚡, ⚡, ⚡ + ⚡ + ⚡

## Illustrated Moves

## Hoto-Suisan, Zensho

⬆, ⚡, ⚡



## Joho-Shichi-Sei

⬆, ⚡, ⚡



## Sho-Kinda

⬆, ⚡, ⚡, ⚡, ⚡, ⚡



## Gekichi-Niki-Kyaku

⬆, ⚡, ⚡, ⚡, ⚡, ⚡



## Gekichi-Haisetsu-Ko

⬆, ⚡, ⚡, ⚡, ⚡ + ⚡





## Fujin-Tessa

+, B, B



## Hoko-Kisan

+, Y + B



## Renkan-Kinkei-Dokuritsu

Y, Y, C, Y, B



## Renkan-Zensho

Y, Y, C, Y, Y



## Renkan-Renshu-Kyaku

Y, Y, B, B



## Renkan-Senkyu-Tai

Y, Y, B, C, B



## Renkan-Tessa

Y, Y, △, B



## Seiryu-Soan

Y, □, Y, Y



## Seiryu-Haisetsu-Ko

Y, □, Y, Y + B



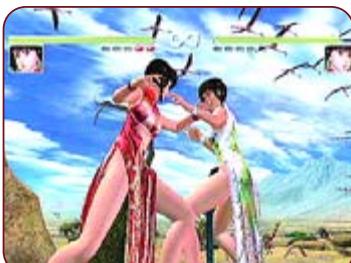
## Noba-Bunso

△, X + Y



## Kaishin-Suichu

△, X + Y





## Roshitsu-Yoho

▢, ▢, X + Y



## Roshitsu-Asshin-K

▢, ▢, X + Y



## Ren-Taiko-Chogyo

▢, ▢, ▢, X + Y, ▢, X + Y, ▢, X + Y



## Takuchi-Ken-Ko

▢, ▢, ▢, X + Y, ▢, X + Y, ▢, ▢, ▢, X + Y



## Rinei-Haisui

▢, ▢, ▢, X + Y



## DOA GREATEST HIT: LEI FANG

Small size, big punch



She may be small in stature, but what Lei Fang lacks in size she more than makes up for in sheer, kick-'em-between-the-legs force. Apparently it is true: Good things *do* come in small packages.

1P



2P

*Kunoichi with Murderous Intent*

Nationality: Japanese

Gender: Female

Birthday: August 5, Age: N/A

Blood Type: AB

Height/Weight: 5' 2", 104 lbs.

Body Size: B37" W21" H33"

Fighting Style: Mugen Tenshin Style Ninjutsu Hajin Mon

Occupation: Kunoichi

Likes: Marrons Glaces

Hobbies: Aesthetics

Ayane is Kasumi's half-sister, a Ninja destined to live in the shadow of her older sister. A great hatred burns for Kasumi within Ayane. An expert in Ninjutsu, her deadly fighting style has given her the nickname "Female Tengu." She joins in the Dead or Alive® World Combat Championship as an assassin in pursuit of her traitor sister, Kasumi, who left the Mugen Tenshin clan behind. Although she would never admit it, Ayane admires Hayate, Kasumi's brother.

# Ayane



Ayane. In fact, she's so fast that you may have trouble keeping her under rein as she rockets across the screen with blindingly fast moves and combos. She also has a huge repertoire of attacks that she can launch while her back is turned.

Ayane is fun to play, and she is usable at just about any level of play, from beginner to expert, due to her unorthodox fighting method and speed.

Kasumi's sister may not have made the cut for the first edition of the game, but she's the tougher of the two siblings. She brings strings of blindingly fast combos into play and has devastating holds and throws. Even when moving up to *Dead or Alive® 3* and the ultra-fast Christie, Ayane can still take the heat.

Ayane's only major weakness is that when she isn't moving, she's easy prey. Her individual hits and combos don't add up to much damage, so she's not the kind of character you'll want to play if you prefer huge, over-the-top moves. However, if you're a more patient sort, there's probably no better character in the game.

## Move List

### ATTACKS

HAJIN-SOSHIO:	Y, Y, Y
RENJIN-RENTEN:	Y, Y, B, B
RENJIN-KOEISO:	Y, Y, $\triangle$ , Y, Y
HAJIN-KYAKU:	Y, B
KOEISO:	$\diamond$ , Y, Y
SOHA-KYAKU:	$\diamond$ , $\diamond$ , Y, $\diamond$ , B
FUZAN-RYUBU:	Q, Y, $\triangle$ , Y
JIRAI-ENJIN:	Q, Q, Y, $\triangle$ , B
RASEN-URAJIN:	$\diamond$ , Y, B
RASEN-HISHU:	$\diamond$ , Y, B
RASEN-URACHI:	$\diamond$ , Y, $\triangle$ , B
RASEN-HIEN:	$\diamond$ , Y, Y, B
FUJIN-SOSHIO:	Q, Y, Y, Y
FUJIN-RENTEN:	Q, Y, B, B
SAJIN-SHU:	B, Y, B
RENTEN-KYAKU:	B, B
JINRAI-RYUSO:	$\diamond$ , B, B
JINRAI-ROSO:	$\diamond$ , B, $\triangle$ , B
SOTEN-KYAKU:	$\diamond$ , B
RYUBI-RESSEN:	$\diamond$ , B
SHU-GETSURIN:	$\diamond$ , B
FU-JIN-KYAKU:	$\diamond$ , B
RETEN-KYAKU:	$\diamond$ + B
REKKU-KYAKU:	Q, Y + B
ROSO-KYAKU:	$\diamond$ , X + Y
EIKO-HAJIN-GEKI:	Y + B, Y, Y
EIKO-FUJIN-SAI:	Y + B, Y, B

EIKO-HAJIN-SAI:	Y + B, Y, B, B
EIKO-HAJIN-SHU:	Y + B, Y, $\triangle$ , B
GENMU-So:	$\diamond$ , Q, $\triangle$ , B
FUJIN-SAI:	$\diamond$ , Q, $\triangle$ , X + B
SHO-AYANE:	$\diamond$ , X + Y
GENWAKU-So (WHILE GETTING UP):	X + Y

### BACK FACING ATTACKS

RASHIN-SOSHIO:	Y, Y, Y
RASHIN-EIKO-GEKI:	Y, Y, $\triangle$ , Y, Y, Y
RASHIN-FUJIN-SAI:	Y, Y, B, Y, Y, B
RASHIN-EIKO-SAI:	Y, Y, $\triangle$ , Y, Y, B, B
RASHIN-EIKO-SHU:	Y, Y, $\triangle$ , Y, Y, $\diamond$ , B
RAJIN-URAJIN:	Y, Y, $\triangle$ , Y, B
RAJIN-HISHU:	Y, Y, $\triangle$ , Y, B
RAJIN-URACHI:	Y, Y, $\triangle$ , Y, $\triangle$ , B
RAJIN-HIEN:	Y, Y, $\triangle$ , Y, $\triangle$ , B
RAJIN-SAJIN-SHU:	Y, Y, $\triangle$ , Y, B
KAZA-MATSURI:	$\diamond$ , B
EI-GETSURIN:	$\diamond$ , B
ZANEI-HAJIN-GEKI:	$\diamond$ , Y, Y, Y
ZANEI-FUJIN-SAI:	$\diamond$ , Y, Y, B
ZANEI-HAJIN-SAI:	$\diamond$ , Y, Y, B, B
ZANEI-HAJIN-SHU:	$\diamond$ , Y, Y, $\triangle$ , B
JAKUKO-SAJIN-SHU:	$\diamond$ , Y, B
ENBU-SHO:	$\diamond$ , Y
ENSHU-SEN:	$\diamond$ , X + Y
KOKU-So:	X + Y

### THROWS

MOMIJI-KUZUSHI:	X + Y
RAKKA-RYORAN (OPPONENT'S BACK FACING A SLOPE):	$\diamond$ , X + Y
HANA-OROSHI (YOUR BACK FACING A SLOPE):	$\diamond$ , X + Y
HAJIN-ENBU:	$\diamond$ , X + Y
HAKKO-ENBY (NEXT TO WALL):	$\diamond$ , X + Y
KIKI-MADIO:	$\diamond$ , X + Y
TOSENKA:	$\diamond$ , $\diamond$ , $\diamond$ , $\diamond$ , $\diamond$ , X + Y
BAISENKA (NEXT TO WALL):	$\diamond$ , $\diamond$ , $\diamond$ , $\diamond$ , $\diamond$ , X + Y
TSURARA-OTOSHI (THROW COMBO):	$\diamond$ , $\diamond$ , X + Y, $\diamond$ , X + Y
KACHO-GENGI:	$\diamond$ , Q, $\triangle$ , X + Y
KACHO-RANMU:	$\diamond$ , Q, $\triangle$ , X + Y
NAMI-GATANA (SHOWING YOUR BACK TO OPPONENT):	X + Y
YAMI-GARASU (WITH YOUR BACK FACING OPPONENT):	$\diamond$ , X + Y
RYUSA-OTOSHI (WITH YOUR BACK FACING OPPONENT):	X + Y
MIDARE-TSUBAKI (WITH YOUR BACK FACING OPPONENT):	$\diamond$ , X + Y
URA-YAMI-GARASU (OPPONENT AND YOUR BACK FACING EACH OTHER):	$\diamond$ , X + Y
SETSUNA OTOSH (LOW THROW):	$\diamond$ , X + Y
KAMIYO-KAKUSHI (LOW THROW):	$\diamond$ , X + Y
SHUSUI-GARI (LOW THROW, SHOWING BACK TO OPPONENT):	$\diamond$ , X + Y

## ULTIMATE™

## THROWS (CONT)

Muso-Guruma (LOW THROW, FROM BACK OF OPPONENT):

Tenbu-Jin (LOW THROW, FROM BACK OF OPPONENT):

## HOLDS

Kamiyoi (AGAINST A HIGH PUNCH):

Hyorin (AGAINST A HIGH KICK):

Aya-Tsumuj (AGAINST A MIDDLE PUNCH):

Fubu-Jin (AGAINST A MIDDLE KICK):

Kogarashi (AGAINST A LOW PUNCH):

Futenro (AGAINST A LOW KICK):

Shunrai (AGAINST A JUMPING PUNCH):

## DOWN ATTACKS

Hyomu-Sho:

Kawara-Kudaki:

## Special Move Attacks

Haijin:

Fubu:

Furu (Showing the back to opponent):

Ren-Futen (Showing the back to opponent):

Oroshi (Showing the back to opponent):

Shimo Oroshi (Showing the back to opponent):

Oroshi-Nagare (Showing the back to opponent):

Shimo-Oroshi-Nagare (Showing the back to opponent):

Appeal: "No, kidding"—

Appeal: "Silly"—

## Illustrated Moves

## Haijin-Sosho



## Renin-Renten



## Renjin-Koeiso



## Eiko-Haijin-Geki





## Eiko-Fujin-Sai

Y+B, Y, B



## Eiko-Hajin-Sai

Y+B, Y, D, B



## Eiko-Hajin-Shu

Y+B, Y, D, B



## Rashin-Eiko-Geki

Y, Y, D, Y, Y, Y



## Rashin-Fujin-Sai

Y, Y, D, Y, Y, B



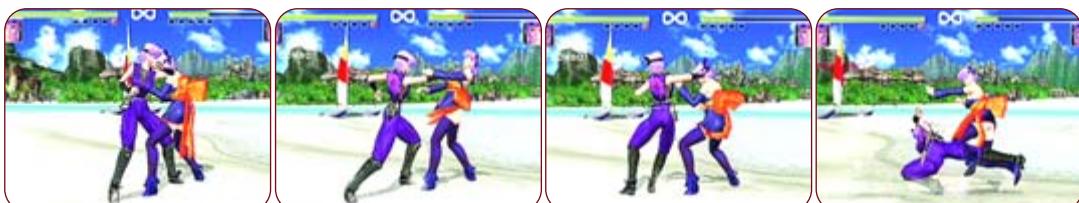
## Rashin-Eiko-Sai

Y, Y, D, Y, Y, D, B



**Rashin-Eiko-Shu**

Y, Y, ⌂, Y, Y, ⌂, B

**Raijin-Urajin**

Y, Y, ⌂, Y, B

**Raijin-Hishu**

Y, Y, ⌂, Y, B

**Raijin-Urachi**

Y, Y, ⌂, Y, ⌂, B

**Hajin-Enbu**

⌂, X + Y

**Kiri-Madoi**

⌂, X + Y

**Tosenka**

⌂, ⌂, ⌂, ⌂, ⌂, X + Y





## Tsurara-Otoshi

▢, ▢, □, ▢ + □, ▢, □ + □



## Kacho-Gengi

▢, ▢, □, ▢ + □



## Kacho-Ranmu

▢, ▢, □, ▢ + □



## Nami-Gatana

▢ + □



## Yami-Garasu

▢, ▢ + □



## DOA GREATEST HIT: AYANE

Pure unadulterated speed

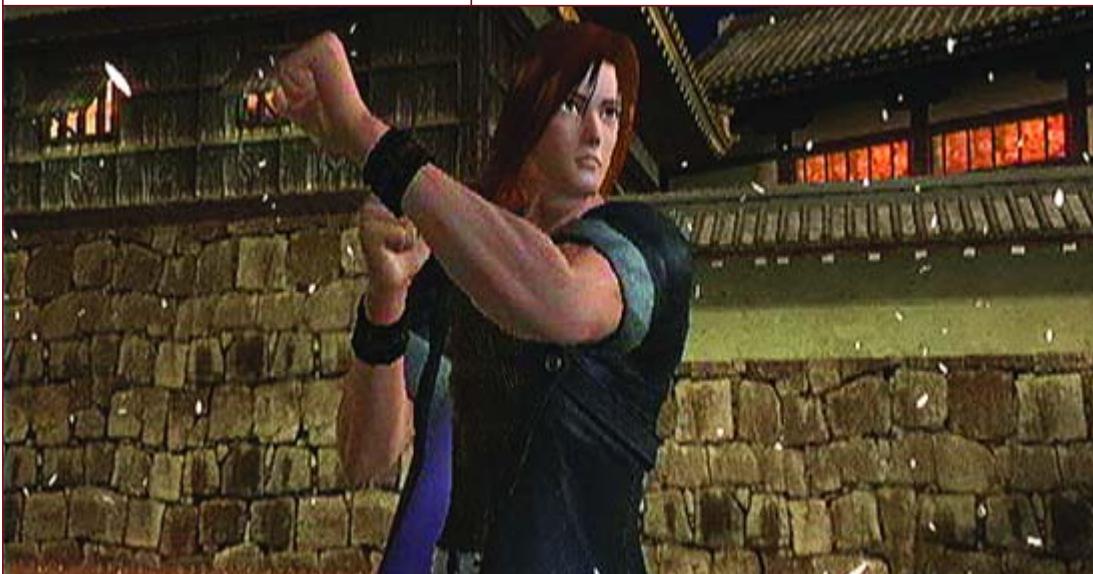


Faster than a speeding bullet; able to leap large lumbering foes in a single bound....

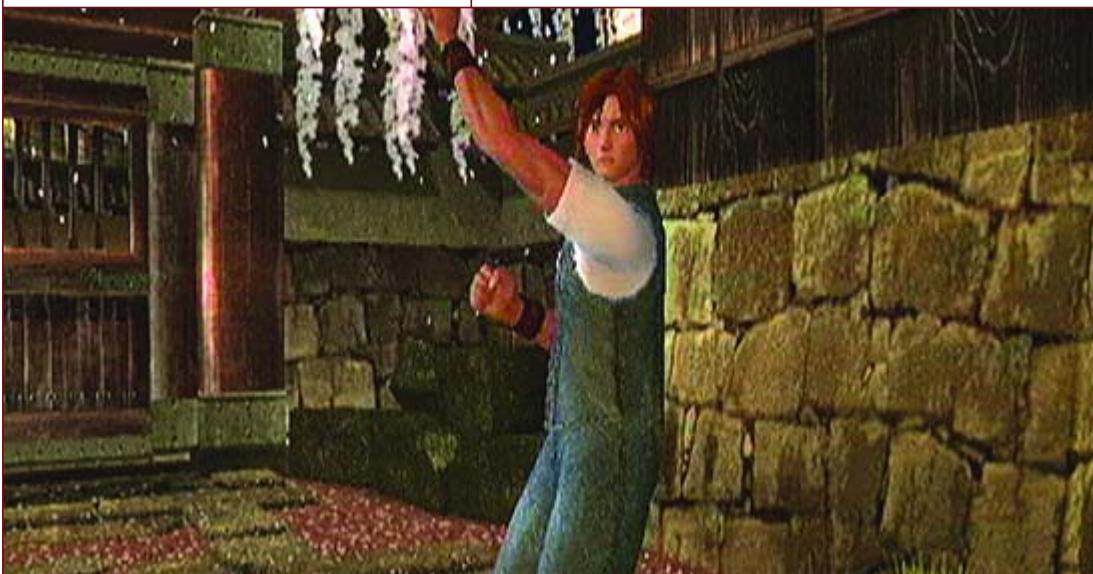
Left to die in the esoteric Black Forest of Germany, Ein suffers from amnesia, but his deep desire to fight stayed intact within his beaten body. He mastered Karate in a very short period of time and goes down the road of battle to find his true self. He hopes to find answers to his past through participation in the second Dead or Alive® World Combat Championship.

Ein

1P



2P



***The Iron Fist with a Lost Past***



Nationality: Unknown

Gender: Male

Birthday: July 3, Age: 23

Blood Type: A

Height/Weight: 5' 11", 165 lbs.

Body Size: B43" W33" H39"

Fighting Style: Karate

Occupation: Karate Fighter

Likes: Sushi, Sukiyaki

Hobbies: Breaking Beer Bottles

## General Strategy

Though you might expect Ein to be among the faster characters, he's actually middle of the road. What he lacks in sheer speed he makes up for in bone-crunching power. But the balance is a bit off, leaving him a bit too slow to be as effective as he could be.

Sometimes this lack of speed manifests itself in a ungainly gait as he ambles about the screen. However, once you get moving and into a groove, he can dole out some substantial damage.



His combos are fairly short, which almost makes him a lesser version of Zack, but where Zack matches raw speed with raw power, Ein is left foundering. While some fun can be had with him, we don't recommend him at higher levels due to his lack of speed. Still, he can hit hard, so you should get some mileage out of him at lower levels of play.

## Move List

### ATTACKS

TSUBAUCHI:	↙, Y	FUMON:	↖, Y, Y, ↘, B	HYOBI:	↙, B, B
AZUMA:	↖, B, B, B, B, ↘, Y	MAWASHI, USHIRO-GERI:	B, B	SHORIN:	↙, B, B
MOROTE-ZUKI:	↖, Y+B	NOBORI-MAWASHI-GERI (WHILE STANDING):	B	KOFU:	↖, Y+B, Y
FUJIN:	↖, B, ↘, Y	MAE-KERIAGE:	↖, B	MAIZURU:	↖, B, B
KAIDA:	↖, Y	ZANSEI:	↖, B, B, B, B	TENRIN:	↖, B, B, B
HYOSAI:	↖, Y	TENSO:	↖, B, B	TOKI-USHIRO-GERI (SHOWING BACK TO OPPONENT):	↖, B
BURAI:	↖, Y, B	KAKATO-OTOSHI:	↖, B		
REN-FUJIN:	Y, Y, Y	FU-UIN:	↖, B, B, ↘, B, ↘, B		
REN-KENGYU:	Y, Y, ↘, Y, Y	SHIKU:	↖, B, B, B	SUIGETSU:	↖+Y
MUSHO:	Y, Y, ↘, Y, B	KORO, HANE-GERI:	↖+B, B, B	RAKUGETSU (OPPONENT'S BACK FACING A SLOPE):	↖+Y
RAKUSHO:	Y, Y, ↘, Y, B	KORO, SUIMEN-GERI:	↖+B, B, B	TACHIKAGE (YOUR BACK FACING A SLOPE):	↖+Y
REN-ZUKI, REN-GERI:	Y, Y, B, B	KORIN:	↖, B, B	RYUKOTSU:	↖, X+Y
SUZAKU:	Y, Y, B, B, B	GYOSHIO:	Y+B, ↘, Y	GANKOTSU (NEXT TO WALL):	↖, Y+Y
RYUBI:	Y, Y, B, B, B	ONIBA:	↖, B, B	HOKAGE:	↖, B, X+Y
TSUK, REN-GERI:	Y, B, B	RESSEI:	↖, B, B, B	REKKA (NEXT TO WALL):	↖, B, X+Y
KENGYU:	↖, B, Y, Y	TENRO:	↖, B, B, ↘, B	FUTO:	↖, B, X+Y
KAGITE, YOKO-GERI:	↖, B, Y, B	GINRO:	↖, B, B	GUIREN:	↖, B, ↘, Y+Y
KAGITE, SUIMEN-GERI:	↖, B, Y, B	HAMON:	↖, B, B	SOCHO (FROM BACK OF OPPONENT):	↖+Y
TENGAI:	↖, Y, B, Y, Y	RAIGYU:	↖, B, B, Y, Y	SEIRYO (FROM BACK OF OPPONENT):	↖, Y+Y
SHIEN:	↖, Y, Y, Y	TENRAI:	↖, B, B, ↘, Y, B	KOBORE-ZUKI (LOW THROW):	↖, X+Y
REN-TETTSUI:	↖, Y, Y	KAIRAI:	↖, B, B, Y, ↘, B		

## ULTIMATE™



## THROWS (CONT.)

Mozu-Sashi (Low Throw):  $\triangle, \text{X} + \text{Y}$   
 Tsurute-Basami (Low Throw, from back of opponent):  $\triangle, \text{X} + \text{Y}$   
 Suirin (Low Throw, from back of opponent):  $\triangle, \text{X} + \text{Y}$

## HOLDS

Namioi (Against a High Punch):  $\triangle, \text{X}$   
 Tenga (Against a High Kick):  $\triangle, \text{X}$   
 Rakumo (Against a Middle Punch):  $\triangle, \text{X}$   
 Metsumon (Against a Middle Kick):  $\triangle, \text{X}$   
 Suibo (Against a Jumping Punch):  $\triangle, \text{X}$   
 Ruten (Against a Low Punch):  $\triangle, \text{X}$   
 Kobo (Against a Low Kick):  $\triangle, \text{X}$

## DOWN ATTACKS

Akki:  $\triangle, \text{Y} + \text{B}$   
 Kaho:  $\triangle, \text{Y}$

## Special Move Attacks

Appeal: "Come On!" —  $\triangle, \text{Y}, \triangle, \text{X} + \text{Y} + \text{B}$   
 Appeal: "Easy!" —  $\triangle, \triangle, \text{X} + \text{Y} + \text{B}$

## Illustrated Moves

## Ren-Fujin

 $\text{Y}, \text{Y}, \text{Y}$ 

## Ren-Kengyu

 $\text{Y}, \text{Y}, \triangle, \text{Y}, \text{Y}$ 

## Musho

 $\text{Y}, \text{Y}, \triangle, \text{Y}, \text{B}$ 

## Rakusho

 $\text{Y}, \text{Y}, \triangle, \text{Y}, \triangle, \text{B}$ 



Ren-Zuki, Ren-Geri

Y, Y, B, B



Suzaku

Y, Y, +, B, B



Ryubi

Y, Y, +, B, B



Tsuk, Ren-Geri

Y, B, B



Tengai

←, Y, +, B, Y



Shien

←, Y, Y, Y



Fumon

←, Y, Y, +, B



Zansei

←, +, B, B, B



Ressei

←, B, B, B



**ULTIMATE™****Tenro**

△, B, B, +, B

**Raigyu**

△, B, B, +, Y, Y

**Tenrai**

△, B, +, Y, B

**Kairai**

△, B, +, Y, +, B

**Suigetsu**

X + Y

**Ryukotsu**

△, X + Y





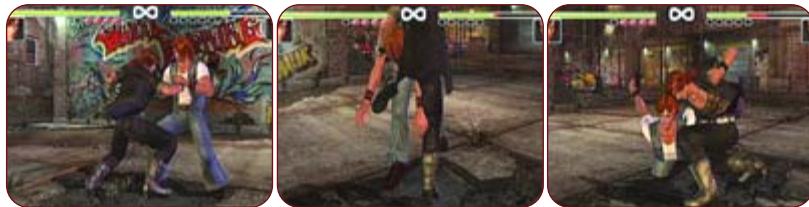
Hokage

▢, ▢, ▢ + Y



Futo

▢, ▢, ▢ + Y



Guren

▢, ▢, ▢, ▢, ▢ + Y



Socho

▢ + Y



Seiryo

▢, ▢, ▢ + Y



## DOA GREATEST Hit: Ein

Hai-yah!!!



Ein is the karate kid of *Dead or Alive*® and he's a pretty deadly package to boot. This black belt was a new addition to the *DOA* universe with the arrival of chapter 2.

# Locales

## The Yozakura



### *Environmental Effects*

None

## The Burai Zenin



### *Environmental Effects*

None

## The Aerial Garden



### *Environmental Effects*

Hurl opponents into the gong on the first level.

Bash foes through the flimsy wooden fence to enter the garden itself.

Continually drive your foes to lower levels by sending them reeling from cliff after cliff.



## The DOATEC German



### *Environmental Effects*

Hurl enemies into the large, electrified capacitors scattered throughout the lab for big damage.

## The Koku An



### *Environmental Effects*

Smash your enemy through the paper doors located throughout the outer sanctum.

Be the Grinch and send “Frosty” packing...in several pieces, of course.

## The Dragon Hill



### *Environmental Effects*

From the initial rooftop, send your foe flying to the roof below.

If you knock him or her to the left or right sides, he or she will take a nasty tumble down a long flight of stairs.

If you knock him or her from the middle of the rooftop, you'll come face-to-face with the dragon!

## ULTIMATE™

## The White Storm

*Environmental Effects*

“Slope” your opponent down the nearby ridge and into the ice cavern below.

Feel free to renovate the ice cavern’s stalagmites...with your opponent’s body, of course.

## The Great Opera

*Environmental Effects*

The stairwells to either side of the stage allow ample opportunities to “Slope” or simply punch, kick, or toss your foe to the orchestra pit below.

## The Demon’s Church

*Environmental Effects*

If you have a move that tosses an enemy straight up, ring his bell—and the cathedral’s.

That large stained glass window makes a handy foe-shredder if you toss one through it.

After taking a nasty fall, continue the fight by bludgeoning an enemy up against the mute statuary.



## The Fire Works



### *Environmental Effects*

Send your foe tumbling down the very long stairwell just off to one side (better yet, “Slope” down it to add some splinters to the mix).

## The Suspension Bridge



### *Environmental Effects*

Knock your foe through either of two gaps on each end of the rickety bridge.

On the next level down, grab your foe and “Slope” down to the final tier.

## The Safari



### *Environmental Effects*

Knock your opponent from the ledge upon which the fight begins.

Punch, kick, or throw your enemy into the elephants lurking to one side to hear them trumpet their disapproval.

## ULTIMATE™

## The Great Wall



### *Environmental Effects*

Launch your foe from the tower you begin your battle upon.

Down below, you can “Slope” all over the wall, whenever you happen upon its myriad sets of stairs.

## The Beach



### *Environmental Effects*

Hitting the palm trees yields a bounty of coconuts.

## The Danger Zone



### *Environmental Effects*

Smash your foe into the explosive devices liberally spread around the edge of the ring for an explosive treat.

## The Spark Danger



### *Environmental Effects*

This is much like the Danger Zone, but you can electrocute your foe by slamming him or her into the walls.

## The Downtown



### *Environmental Effects*    None

## The Prairie



### *Environmental Effects*

Knock your foe from the plateau above to the next level down.

On the second level, knock your foe down another level to the sandy ground below.

On the final level, smash your opponent through the stone pillars.

## The Crimson



### *Environmental Effects*

Drive your opponent through the railing and he or she will crash through a large neon sign (from the right side).

Drive your opponent through the railing and he or she will crash into a parked car (from the left side).

Use the neon sign to electrocute your foe after the sign has been destroyed.

# Secrets

## The Good Stuff

Buried within *Dead or Alive® Ultimate™* is a plethora of hidden items, costumes, and all manner of goodies just waiting to be unlocked. We've compiled a massive list of them for you right here, to aid you in your quest to unearth them. The secrets unlock in myriad ways. How? No one's talking. But check back with [www.primagames.com](http://www.primagames.com) and we'll get that information to you as soon as we know.



### Collection

If you take a peek in the Collection heading off the *DOAU* main menu, you'll spy a matrix of 51 question marks. To unlock these items, play the game's Survival mode with each character to unlock the items specific to him or her. Actually collecting them isn't too hard: just knock your foe down and repeatedly hit him or her with Down Attacks till he or she starts coughing up goodies (you also get items, on occasion, for defeating a foe). Here's a complete list of items (illustrated with screenshots) and the character that you must play as to get the items listed.

#### KASUMI



#### GEN FU





## TINA



## ZACK



## JANN LEE



## AYANE



## HITOMI



**ULTIMATE™****TENGU****RYU****HELENA****BASS****LEON**



## LEI FANG



## EIN



## BAYMAN



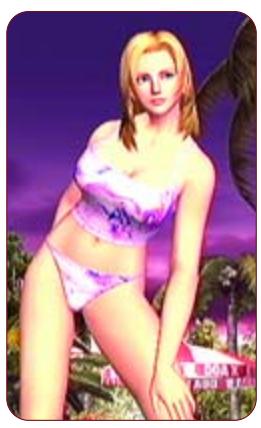
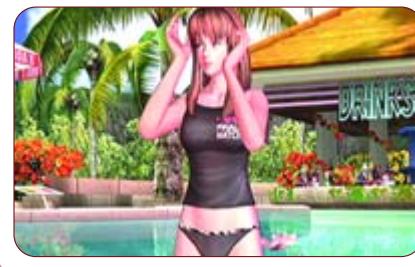
## RANDOM (ANY CHARACTER CAN GET THESE)

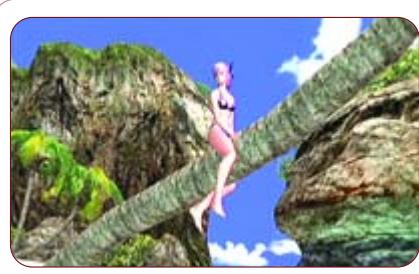
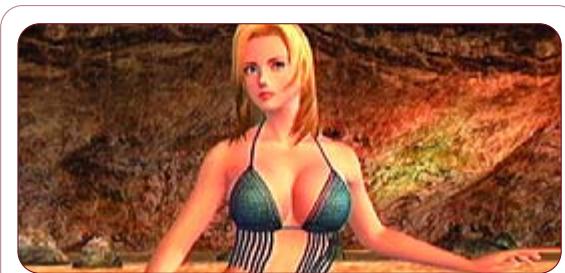
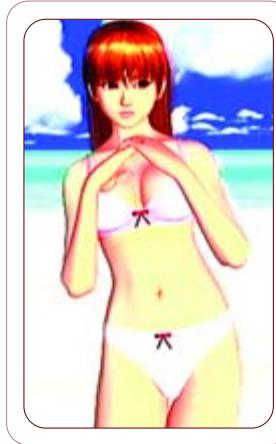




## CG Gallery

Just off the *Dead or Alive® Ultimate™* main menu is the CG Gallery. There you'll find a series of squares with question marks. Each one (of 24) will be filled with the lovely visage of one of the girls straight from *Dead or Alive® Xtreme Beach Volleyball*:







1P



2P



# Bayman

## General Strategy

Bayman's a bruiser by any measure: he's big, strong and, unlike, say, Bass, he isn't hampered by an unimpressive rate of speed. Couple that to his nasty (and we do mean nasty) multi-hit throws and you have a very impressive character—it's a good thing he's not available out of the gate or there'd be some serious beatings going down from minute one.

Bayman, with his superior speed, can run rings around the biggest characters but is still fast enough to keep up with all but the speediest combatants (namely Ayane and Jann-Lee). This gives him a pretty solid advantage in most fights and makes him just a bit too much to handle for those that aren't intimately familiar with his attacks.

Which brings us to his only weakness: the actual combos he executes are short and unconventional in nature, making it tricky to come to grips with them as he goes through the motions. Unfortunately, this weakness will quickly become a strength as opposing players won't know where the next hit is coming from.

Definitely one of our favorite characters, even if he does appear to wield an unfair advantage in most match-ups.



# Moves List

## ATTACKS

FIST BOMB:	↙, Y
WAR HAMMER:	↙, Y
SMASH UPPERCUT:	△, Y, Y
BREAK SHOT:	△, ↗, ↘, B
RISING TOMAHAWK:	↙, B
JAVELIN KICK:	△, B
SIDEWINDER:	X + B
FIRE BULLET:	↖, X + Y
ROLLING SOBAT:	↖, X + B
CHARGING BOLT:	↙, Y, Y
BLAST TRASS:	↖, Y, B
BLAST STINGER:	↖, Y, ↗, B, Y
BLAST LOW JAVELIN:	↖, Y, ↗, B
FLAME STINGER:	↖, B, Y
SMASH:	↖, Y
BULK UPPERCUT:	↖, Y, ↗, Y
HEEL AXE:	↖, B
SIDE EDGE TRASS:	Y + B, Y, B
SIDE EDGE JAVELIN:	Y + B, Y, ↗, B
FLAME KNUCKLE:	↖, ↗, Y
SPIKE SHOULDER:	↖, ↗, Y
CANNONBALL SHOT:	↖, ↗, Y
FLAME HAMMER:	↖, Y + B
SPIKE SOBAT:	↖, B, B

SOLID CRASH:	↗, Y, Y, Y
CRASH LEG SPIKE:	↖, Y, Y, ↗, B
STOMACH BREAK:	↖, Y, B
RUSH SOBAT:	Y, ↗, Y, B
RUSH LEG SPIKE:	Y, ↗, Y, B
COMBO HELL HAMMER:	Y, B, B
KNUCKLE SHOT:	Y, Y, Y
RUSH TOMAHAWK:	Y, Y, B
STORM HAMMER:	Y, Y, ↗, Y
CHARGING TIGER:	Y, Y, ↗, Y, Y
TRAP HEEL HAMMER:	B, B
TRAP REVERSE HAMMER:	B, Y, Y
TURN BLADE:	↖, B, ↗, Y
SLIDING KICK:	↖, B, B
DOUBLE SPIKE:	↖, B, B
SMASH UPPERCUT:	Y, Y, Y

DEATH PUNISHER:	↖, X + Y
SCORPION DEATH BOLT:	↖, ↗, X + Y, ↗, X, ↗, X + Y
HALF BOSTON CRAB:	↖, ↗, X + Y, ↗, ↗, X + Y, ↗, X + Y
DANGEROUS DRIVER:	↖, ↗, ↗, X + Y, ↗, X + Y, ↗, X + Y
QUEBRADORA CONGIRIO:	↖, ↗, ↗, Q, ↗, X + Y
CATCHING ARM BAR:	X + Y
HELL HAZARD LOCK:	↖, X + Y
SWING NECK HOLD:	↖, ↗, X + Y, ↗, ↗, X + Y
SWING BREATH FALL:	↖, ↗, X + Y, ↗, ↗, X + Y
CRAZY CRASH:	↖, X + Y, ↗, X + Y, ↗, X + Y
REVERSE ARM LOCK:	↖, X + Y, ↗, X + Y
GROUND SUBMISSION:	↖, X + Y

## THROWS

FRONT SUPLEX:	X + Y
FIRE BLITZ:	X + Y
MASSIVE THROW:	X + Y
NECK HOLD SWING:	↖, X + Y
JAIL LOCK KNEE:	↖, X, X + Y
SHOULDER BREAKER:	↖, X + Y
FIRE STORM KNEE:	↖, X + Y

## HOLDS

HEAD HUNTING CROSS LOCK:	↖, X
REVERSE ACHILLES HEEL LOCK:	↖, X
DEATH TRAP:	↖, X
SNAKE BITES:	↖, X
CATCHING CROSS HOLD:	↖, X
ROLLING CROSS HOLD:	↖, X
COBRA DEATH LOCK:	↖, X
CATCHING ARM LOCK:	↖, X
HEEL HOLD:	↖, X

## Illustrated Moves

### Blast Stinger

↖, Y, ↗, B, Y



### Side Edge Javelin

Y + B, Y, ↗, B



### Solid Crash

↖, Y, Y, Y



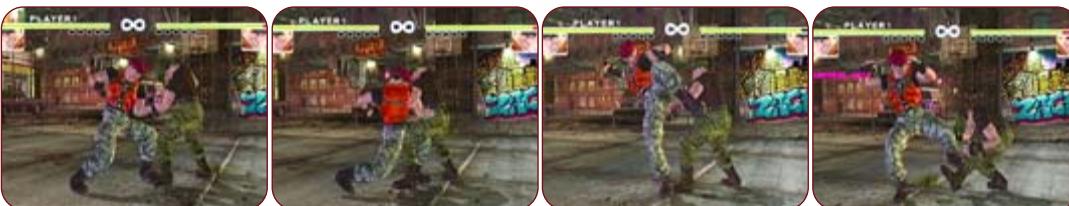
Roster

Bayman



**ULTIMATE™****Crash Leg Spike**

△, Y, Y, □, B

**Rush Leg Spike**

Y, △, Y, □, B

**Knuckle Shot**

Y, Y, Y

**Storm Hammer**

Y, Y, △, Y

**Charging Tiger**

Y, Y, □, Y, Y

**Trap Reverse Hammer**

B, Y, Y



## Combo Hell Hammer

Y, B, B



## Jail Lock Knee

Q, Q, X + Y



## Shoulder Breaker

C, X + Y



## Half Boston Crab

\*, \*, X + Y, C, +, X + Y, C, X + Y



## Scorpion Death Bolt

&lt;, \*, X + Y, C, +, X + Y



**Dangerous Driver**

↓, ↓, ←, X + Y, ↗, ←, X + Y, ↓, X + Y

**Quebradora Congiro**

↓, ↓, ←, Q, ↗, X + Y

**Crazy Crash (Against a Crouching Opponent)**

↓, X + Y, ↓, X + Y, ↓, ↓, X + Y

**Charging Bolt**

↓, Y, Y





Tengu is an evil villain of his own world. Bankotsu-bo murdered Kuramasan Maouson, the leader of the Tengu. Subsequently he has broken the Tengu rules, descending into the human world. His official name is "Gokyakumine Bankotsu-bo." He considers all hopes and struggles of the human world to be insignificant, claiming that all disasters are nothing more than illusions he has brought about. All disasters that have befallen the age will later be referred to as the "Disaster at the End of a Century."



Nationality: Unknown

Gender: Male

Birthday: January 1; Age: 1500

Blood Type: Unknown

Height/Weight: 7 shaku 1 sun, 60 kan

Body Size: Unknown

Fighting Style: Tengu Do

Occupation: Unknown

Likes: Unknown

Hobbies: Unknown

## General Strategy

Typically boss characters in video games are bosses for a reason: they're overpowered and fight with all stops pulled—only part of which can be attributed to AI that overtly cheats. In Tengu's case, you're going to have your hands full as he's very strong and fast...especially given his massive girth.



On the plus side (for those fighting him, anyway) he has a very small roster of moves which can, theoretically, make him a lot more predictable as he simply doesn't have the breadth and depth of moves that any of the other characters have. Of course, that's in theory—in practice, his superior speed and strength will, on the whole, have you gasping for air every other second of the match. Oh, and he's also pretty heavy, so good luck floating him for any crazy juggles unless you're playing Ayane, in which case you do so little damage that it's as if a gnat was waging a one-bug-war against an onrushing hurricane.

Needless to say, we'd tend to think you'd want to put a moratorium on using this guy if you're playing with a lot of friends or the player using him may end up being on the receiving end of a real-life beatdown....

## Move List

## ATTACKS

WAKURAN-BO:	Y, Y, Y
KARAN-BO:	Y, Y, ←, Y
KOMA-KAGURA:	Y, Y, ↗, B
ONI-GUMO:	Y, Y, B, ↗, B
DAKKOKU:	Y, B
ZENKI:	←, ←, Y
GOKI:	←, Y
KIJIN-NO-TACHI:	←, Y, Y
JUZU-KUMADE:	↙, Y, Y, Y
MIZU-UCHI:	↓, B
TSURU-GERUMA:	↑, B
IWA-KEZURI:	←, B
TSUCHI-GUMO:	↙, ↘, ←, B, ↗, B
KOME-TSUKI:	B, B
HIKI-MAWARI-NAMI:	↖, B, B, B
KOBOSHI-INAGO:	↙, B, Y

YOROI-UCHI:	Y + B
NOWAKI:	↖, Y + B, Y
MADOI NOWAKI:	↖, Y + B, X
HANE-OGAMA:	↖, X + B, B
MIDARE-GOMA:	↖ + X, X + B, B, B
OGAMA-NO-MAI:	X + B
MAWARI-NAMI:	↖, B
HITEN-NO-JUTSU:	X + B

## HOLDS

AMI-UCHI:	↙, X
SHISHI-ODOSHI:	↖, X
SOTO-MUSO:	↖, X
ITO-GURUMA:	↖, X
TAI-OOTOSHI:	↖, X
ARA-HABAKI:	↖, X

## THROWS

YABI-MODOSHI:	X + Y
KASHA-BABA:	X + Y
TONBI-DAKO:	↖, X + Y
TENGU-TSUBUTE:	↖, X + Y, Y
JODO-OKURI:	↖, ↘, ↗, ↘, X + Y
TSUMA-DORI:	X + Y
TATSUMAKI-KAKE-OOTOSHI:	↖, X + Y
MONOMI-YAGURA (AGAINST A CROUCHING OPPONENT)	↖, X + Y

## Illustrated Moves

## Wakuran-Bo



## Karan-Bo



## Koma-Kagura





## Oni-Gumo

Y, Y, B, +, B



## Dakkoku

Y, B



## Kijin-No-Tachi

+, Y, Y



## Juzu-Kumade

B, Y, Y, Y



## Kome-Tsuki

B, B



## Hiki-Mawari-Nami

+, B, B, B



**Koboshi-Inago**

B, B, Y

**Nowaki**

X, Y + B, Y

**Hane-Ogama**

Y, X + B, B

**Midare-Goma**

Y + X + B, B, B

**Hiten-No-Jutsu**

X + B (while jumping)

**Yobi-Modoshi**

X + Y



## Tonbi-Dako

+X, X+Y



## Jodo-Okuri

+A, +B, +C, +D, +E, X+Y



## Monomi-Yagura (Against a Crouching Opponent)

+Y, X+Y





## General Strategy

While most German women probably aren't karate masters, this is one area where Hitomi breaks the mold. As is the case with most of DOA's female contingent, she's fairly speedy and metes out significant damage. She most closely parallels Kasumi insofar as balance between those two attributes goes.

Her multi-hit, canned combos are very effective out the gate so even a beginner player can come to grips with her quickly. Her combos are very easy to pull off and fairly predictable in nature in that there's no odd animations (a la Ayane) to make things trickier.

On the negative side, she shares the same basic weaknesses as all the lighter female fighters. She takes damage fairly easily; she's light so she's pretty simple to launch and juggle to devastating effect; and her overall power isn't up to snuff with the bigger, badder boys.

All in all, though, she's still an effective character and also is the only fighter making a return from *Dead or Alive 3* even though, technically, this game takes place before that one, so time travel has to count for something, right?

1P



2P



hitomi





# Moves List

## ATTACKS

TSUBACHI:	↙, Y	KAGITE, KAKATEO-NAGI:	↑, ↓, Y, B	GYOSHO:	X + B, B
AZUMA:	↖, ↗, Y	TENGAI:	↖, Y, Y, Y	MAWASHI-KAKATO-NAGI:	X + B, B
MOROTE-ZUKI:	↖, Y + B	SHIEN:	↖, Y, Y, Y	FUDO-FUJIN:	↖, X + B
FUJIN:	↖, ↗, ↖, Y	KUNPU:	↖, Y, Y, B	HIZA-ATE-HENKA:	↖, B, B
SHOTEI-DA:	↖, Y, Y, Y	TENRO:	↖, ↗, Y	HIZA-ATE-KAKATO:	↖, B, ↖, B
KAMUI:	↑, Y, Y, ↗, Y	KUSANAGI:	↑, ↓, Y OR ↖, Y, Y	RESSEI:	↖, B, B, B
ENPI, GYOSHO:	↖, Y, Y, Y	AKATOKI-YAMI:	↑, ↓, B OR ↖, B, B	TEN-RO:	↖, B, B, ↗, B
ENPI, MAWASHI-NAKATE-NAGI:	↖, Y, Y, ↖	MAWASHI, USHIRO-GERI:	B, B	GINRO:	↖, B, B
ENPI-HENKA-GERI:	↖, Y, B, B	MAWASHI, YOKO-GERI:	↖, B, B	HAMON:	↖, Y, B
ENPI-KAKATO-NAGI:	↖, Y, B, ↖, B	HANGETSU:	↖, B	RAIGYU:	↖, B, B, ↗, Y, Y
KAMA-GAESHI:	↖, Y, B, B	ZANGETSU:	↑, ↓, B, B, B	TENRAI:	↖, B, B, ↗, Y, B
REN-FUJIN:	Y, Y, Y	KAKATO-OTOSHI:	↖, B	KAIRAI:	↖, B, B, ↗, Y, B
MUSHO:	Y, Y, ↗, Y, Y	JODAN-HARAI-GERI:	↖, B	GENGETSU:	↖, B, B
SHINONOME:	Y, Y, ↗, Y, ↖, B	Tobi-USHIRO-GERI:	↖, B	HYOBI:	↖, B, B
RENZUKI-HARAI:	Y, Y, B	Tobi-USHIRO-GERI:	↖, ↗, ↗, B	SHORIN:	↖, B, B
SUZAKU:	Y, Y, ↖, B, B	USHIRO-MAWASHI-GERI:	X + B	MAWASHI-RENZUKI:	↖, B, Y
RYUBI:	Y, Y, ↖, B, B	KAKATO-NAGI:	↖, X + B	NAMI-GASHIRA:	↖, B, B, B
HAKAGE, GYOSHO:	Y, ↗, Y, Y, Y	KORO, HANE-GERI:	↖, X + B, B	KAESHI-HIJI, GYOSHO:	↖, Y, Y
HAKAGE, KAKATO-NAGI:	Y, ↗, Y, Y, B	KORO, KAKATO-NAGI:	↖, X + B, ↖, B	Tobi-USHIRO-GERI:	↖, B
TSUKI, REN-GERI:	Y, B, B	KORIN:	↖, X + B	REN-KENGYU	Y, Y, ↗, Y, Y
REN-TENRO:	↖, ↗, Y, Y, Y	SHINGESTU:	↖, X + B		
KAGITE, YOKO-GERI:	↖, ↗, Y, B	DOMAWASHI-GERI:	↖, ↗, B		

## THROWS

KOTO-GURUMA:	↖ + Y
SHUSO:	↖, X + Y
TESSA:	↖, X + Y
MOKA:	↖, ↗, X + Y
GOKA:	↖, ↗, X + Y
HASAI:	↖, X + Y
AZUSA-YUMI:	↖, B, ↗, X + Y
KOTETSU:	↖ + Y
KOBORE-ZUKI:	↖, X + Y
SASAME-YUKI:	↖, X + Y

## HOLDS

HAGUN:	↖, X
RYUSUI:	↖, X
KOMON:	↖, X
FUGAKU:	↖, X
MAKIKAZE:	↖, X
HAKUJIN:	↖, X
RYUSETSU:	↖, X

## DOWN ATTACKS

HAGANE-KUDAKI:	↖, Y + B
KAHO-ZUKI:	↖, Y

## Special Moves

Appeal: Seiya! — ↖, ↗, ↖, ↗, X + Y + B





## Enpi, Kakato-Nagi

Y, Y, B, B, B



## Kama-Gaeshi

Y, Y, B, B



## Ren-Fujin

Y, Y, Y



## Ren-Kengyu

Y, Y, Y, Y, Y



## Musho

Y, Y, Y, Y, B



## Shinonome

Y, Y, Y, Y, Y, B



**ULTIMATE™****Renzuku-Harai**

Y, Y, B

**Suzaku**

Y, Y, Z, B, B

**Ryubi**

Y, Y, Z, B, B

**Hakage, Gyosho**

Y, Z, Y, Y, Y

**Hakage, Kakato-Nagi**

Y, Z, Y, Y, B

**Ren-Tenro**

Z, Z, Y, Y, Y

**Zangetsu**

Z, Z, B, B, B

